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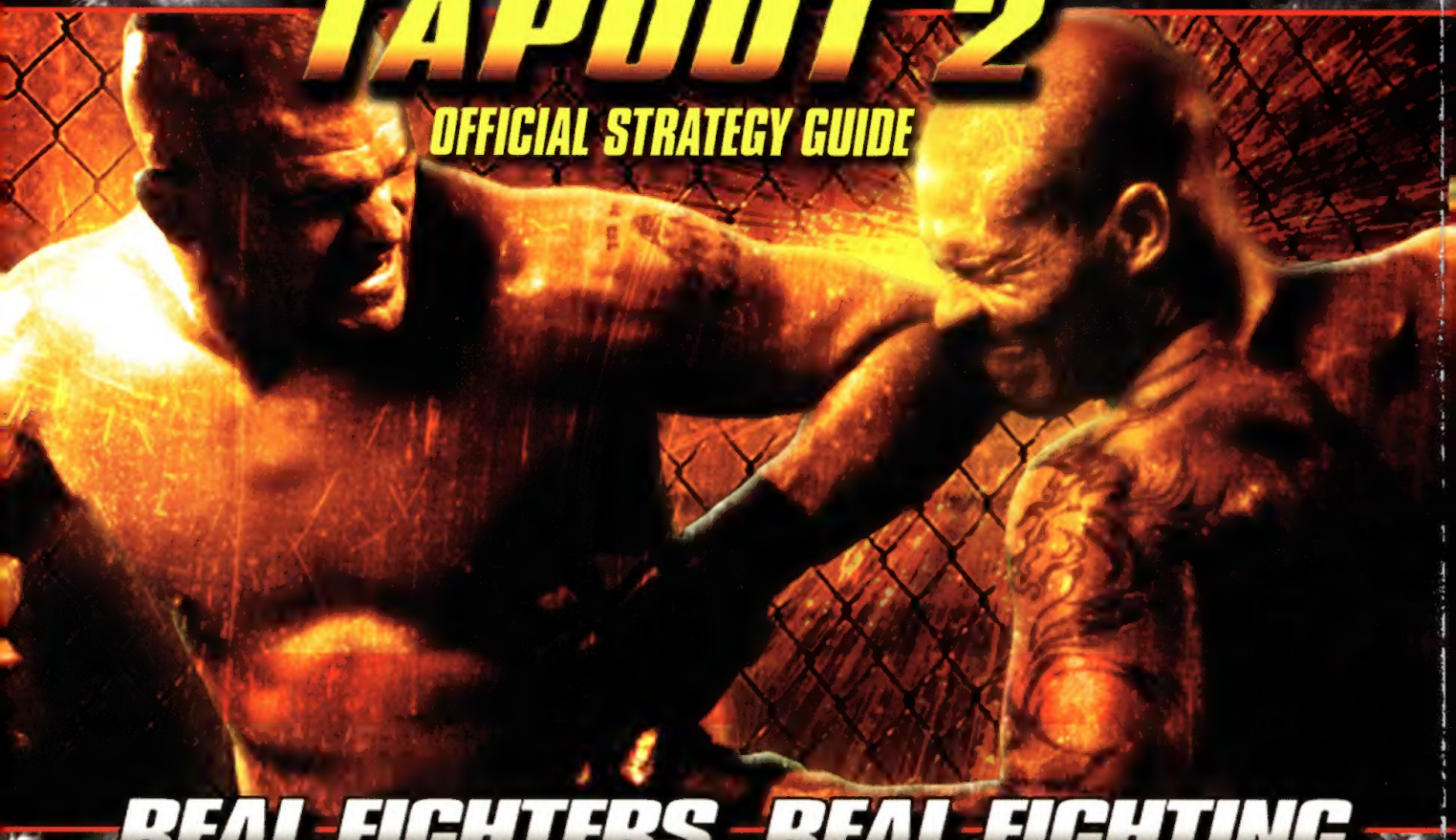
TAPOUT 2

OFFICIAL STRATEGY GUIDE



REAL FIGHTERS. REAL FIGHTING.

BY RICK SCHMIDT AND KEN SCHMIDT

This game has received the following rating from the ESRB: TEEN T CONTENT RATED BY ESRB

Unlock All 6 Secret Characters!

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TDK

UFC

ULTIMATE FIGHTING CHAMPIONSHIP™

TAPOUT 2

OFFICIAL STRATEGY GUIDE

BY RICK SCHMIDT & KEN SCHMIDT WITH CONTRIBUTIONS FROM ADAM BRITTON

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UFC TAPOUT 2
OFFICIAL STRATEGY GUIDE

BY KEN SCHMIDT & RICK SCHMIDT

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INTRODUCTION

The Ultimate Fighting Championship has evolved since its inception. No longer is it a tough-man contest where the hardest hitter wins, or a Jiu-Jitsu match where a couple of different gi submissions dominate. Today's fighters must be well versed in all phases of fighting. The blended wrestling, striking, submissions, and mental skills have been merged into one "UFC Discipline."

UFC Tapout 2 requires this same mind set. You must be versatile in all aspects of fighting to take on and destroy all comers. The ability to improve your position or counter a throw will take you further than dropping bombs from start to finish. This guide shows you how to be a complete player and maximize the abilities of the 41 different fighters. Or at least show you the best bombs to drop on your buddy's head.

ACKNOWLEDGEMENTS

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BradyGames would like to thank everyone at TDK: Andy Pan, Mariano Merino, Abraham Munoz, Michael Chang, Jason Kouhi, Reza Sadafi, Carlos Garcia-Shelton, Tamara Johnston, Jimi Doss, and Andy Babb. Thanks also to Dana White and everyone at Zuffa LLC.

RICK SCHMIDT

First, I'd like to thank my brother, Ken, and all the people at BradyGames for giving me this opportunity to be behind the scenes of the gaming guide world. It makes me feel bad now, beating Ken at so many games while we were growing up; I should've let you win a couple. Seriously, it was fun and rewarding and I'm glad you thought of me. Second, I have to thank my buddy Adam for going the distance and putting in the long hours with me. I know your mixed martial arts experience helped give this guide some insight. Last, but not least, my wife and sons: Logan, who wanted to "help"; and Owen, who pretty much just slept and didn't realize Daddy was working late. And Danielle, who dealt with it all, and reminded me how lucky I am.

KEN SCHMIDT

Thanks to my big brother Rick (Yes, I let him win when we were growing up.) for helping write this guide. There was plenty to do, and too many consecutive late nights needed to get it done. A huge thanks to Adam Britton for his help in creating this guide.

GAME MODES

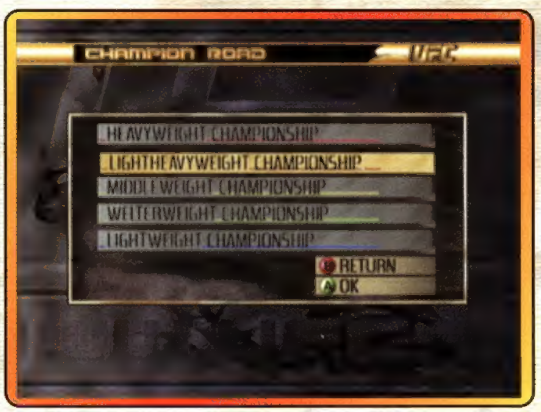
ARCADE MODE

Arcade Mode is a potentially infinite string of matches that ends when you lose a match. The best string of wins is recorded and shown each time Arcade Mode is selected.

Arcade Mode is an essential mode to play because it's the only way to unlock fighters for use in all modes. All locked fighters ("Secret" fighters are opened in different ways.) appear as multiples of the fifth opponent faced in Arcade Mode. For example, defeat five opponents in Arcade Mode, and the fifth opponent is unlocked. Defeat ten opponents, and the fifth and tenth opponents are unlocked, and so on. Each fighter you unlock moves from the locked to unlocked pool of opponents. If you win only five matches each time in Arcade Mode, the second time you defeat the fifth opponent, you'll open the same fighter as if you had won ten fights in your previous Arcade Mode session.

For a listing of fighters in the order they are unlocked and to see how to unlock the secret fighters, check out the "Game Secrets" section later in this guide.

CHAMPION ROAD



Select a weight class, then a fighter, including any created through Career Mode, and battle through four preliminary matches in that weight class to qualify for a title shot with the fifth fight. Winning that fifth match earns that fighter a silver belt and unlocks him for Legend Mode.

LEGEND MODE

As reigning champion, your fighter defends the belt seven times in his weight class. Win all seven matches to earn the Gold Belt.

WIN THE BELTS, EARN SOMETHING MORE

Rewards beyond belts await at the end of both the Champion Road and Legend Mode. Check out the "Game Secrets" section for more information!

TOURNAMENT MODE

Old school UFC! Select (or have the Xbox choose) eight fighters, including ones made in Career Mode, to battle it out in a single-elimination tournament. Win three fights (Keep an eye on that health; you only get one life bar per tournament.) to become the tournament champion.

EXHIBITION MODE

A single battle between any two fighters. Select any two fighters and have a match between two human opponents, human versus computer, or two computer opponents.

CAREER MODE (CREATE FIGHTER)

Career Mode has its own section because there is much more to it than picking fighters and going through a series of matches. Check out the "Career Mode" section later in this guide.

TRAINING MODE

Use Training Mode to learn more about each fighter and his fighting techniques. Once you become familiar with all of the options available in Training Mode, use it to hone your skills in the Octagon.

You can learn quite a bit from Training Mode, including the damage inflicted by each strike of the fighter, how much time required for the fighter to complete a move after you've input the command for it, and which combos in your fighter's move list lead to guaranteed damage. You're far better off learning against a stationary opponent than in a match!

GAME BASICS

MOVEMENT

With your fighter on his feet, press either the left thumbstick or directional pad in any direction, and your fighter moves in that direction unless impeded by the Octagon's fence or an opponent. If the on-screen fighters are close enough while one attempts to strike, pressing away from the direction of the strike won't move your fighter, but instead places him in a block animation. (See "Blocking" later in this section.)

SWEPT OFF THEIR FEET

When fighters are off their feet in one of the many ground positions, the left thumbstick and directional pad are still active, but not for movement. (See "Positions" later in this section.)

All fighters possess moves that incorporate movement with only button presses. Moves such as Feint, Backfeint, a handful of shoots, and other moves cause fighters to move in a direction without pressing the left thumbstick or directional pad. These are only the basics of movement. After completing some time in the game's Training Mode, read the "Advanced Strategies" section of this guide for greater coverage.

ATTACKING

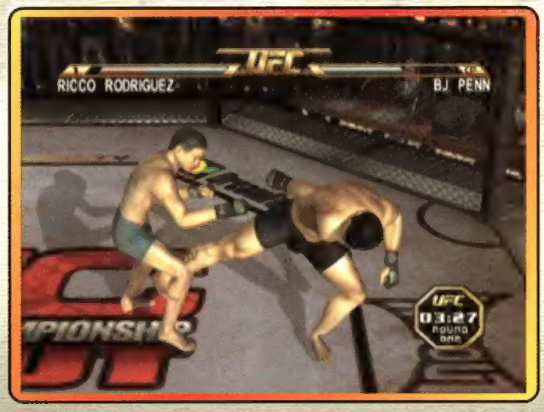
The two ways to win a bout inside the Octagon are to inflict greater damage on opponents than they inflict upon your fighter, or successfully apply a submission. Each fighter has a variety of moves at his disposal, but there are some constants among every move list, and they are discussed here.

STRIKING

The four default buttons, when pressed individually, control the two hands and feet of your fighter. Some strikes are quick, designed to test the defenses of an opponent and leave that opponent open for more powerful techniques. Other strikes lead into a string of attacks known as a combo.

COMBOS

Pressing individual buttons consecutively generally leads to your fighter performing one strike then returning to a standing position before throwing out the second strike. Some strings of button presses, called combos, lead to altered fighter animation from the second strike to the end of the chain of button presses.



It's important to remember that while these strings are called combos, just because the first strike connects, the follow-ups aren't always guaranteed to hit. Above all else, don't fall into a pattern of throwing every strike of a combo each time you use it. Abusing any move often leads to an easy catch or counter by the opponent.

If you're having a hard time getting a combo to work properly, try it in Training Mode with the Counter setting off and on. Some combos only work one way or the other.

WHICH WAY STEP?

Since *UFC: Tapout 2* is a 3D fighter, pressing left doesn't always translate to your fighter moving to your left, which can lead to some confusion when it comes to Step Attacks. Don't panic! Keep these guidelines in mind while navigating inside the virtual Octagon.

To perform a given Step attack, the direction to press is relative to your fighter's and your opponent's positions.

Front and Back Step attacks are performed the same way, regardless of the direction your fighter faces. Tap toward your opponent to initiate a Front Step attack. Tap away from your opponent to initiate a Back Step attack.

Left and Right Step attacks are trickier. With your fighter's back to the screen, left and right match up with left and right on the left analog stick and directional pad. Reverse left and right when your fighter faces the screen.

When your fighter is on the left side of the screen, facing to the right, press up for Left Step attacks, and down for Right Step attacks. When your fighter faces to the left, reverse these commands.

STEP ATTACKS

Step attacks come in four varieties: Front, Back, Right, and Left. Step attacks begin with a quick tap in a direction followed by a button press to initiate an attack. Just as some standing strikes initiate combos, there are combos available from many Step attacks. There are other Step attacks that require two buttons to be pressed at the same time that generally result in shoots.

SHOOTS

With a few exceptions, pressing two buttons at the same time results in either a Catchstrike, an attempted submission, or a Shoot. Shoots (a shortened form of "shooting in") can be divided into two categories: takedowns, which deal no damage, and slams, which do. Some Shoots begin with the fighter moving in one direction (Some Shoots move away from or to the side before stepping forward.) before the attempted takedown or slam.

Shoots aren't used to inflict a meaningful amount of damage but to gain a dominant position on the mat. A Shoot that is not countered leads to the shooting fighter comfortably placed in Mount Top, except for those takedowns in which a fighter (generally one who practices Jiu-Jitsu) pulls you down into his guard.

These are just the basics of shooting in against opponents. Read the "Advanced Strategies" section for more in-depth coverage on this topic.

CATCHSTRIKES

Catchstrikes round out the list of attacks. When performing a Catchstrike, your fighter rushes forward to grab his opponent to unleash either a devastating punch, wicked kick, or knee. Catchstrikes are effective when mixed in with Shoots to keep opponents guessing, or when opponents are trying to block their way out of a round.

ATTACK PROPERTIES

When some strikes connect, they cause opponents to enter a few vulnerable states. Generally, you must connect on a Counter to inflict these states.

COUNTERS

A Counter occurs when a fighter is hit as he is trying to perform any sort of move. A Counter inflicts more damage than a hit that isn't a Counter. Generally, moves that inflict less than 10 points of damage are doubled, while moves that inflict more than 10 points of damage have 10 points of damage added.

RIVAL STUN

A fighter who enters Rival Stun drops down, going to hands and knees. This condition in an opponent opens up a new set of moves, listed under "Rival Stun" in each fighter's listing. The strikes that induce Rival Stun are marked with ■.

KNOCK DOWN

A knocked down opponent lies flat on his back for a moment, then gets to his feet. Downward striking Rival Stun techniques can be used at any time, but other Rival Stun techniques must be used as the opponent climbs to his feet. The strikes that knock down are marked with ■.

GUARD BREAK

Guard Break is an exception to the Counter rule. When a move marked as a Guard Break connects against a blocking opponent, the opponent's guard is lost and there is a brief window of opportunity for a quick attack. Moves that break an opponent's guard are marked with ■.

STAGGER

A Stagger doesn't open up any new moves like a Rival Stun or Knockdown, but it does lead to opponents entering Rival Stun or getting knocked down. An opponent who is staggered into a fence bounces off of the fence and enters Rival Stun. A rarer instance is when a staggered opponent is struck by another attack and gets knocked down. The strikes that stagger opponents are marked as ■.

SUBMISSION

Submissions are attempts to end a match quickly with the application of a choke, joint manipulation, or lock. These moves are designed to inflict a great amount of pain and persuade your opponent that it's a better idea to tap out of the match than to leave unconscious or with a dislocated body part. Submissions are marked with ■, and are covered in greater detail in the "Grappling" section of this guide.

DEFENDING

Now that you've learned the basics of Attacking, it's time to brush up on how to stop these techniques being used against your fighter. Defending has less to do with protecting your life bar than with turning an opponent's strikes, shoots, and submission attempts to your advantage. Unless your fighter is low on health, or has punched out his stamina (see "Health vs. Stamina" later in this section), and you're just trying to survive the round, think in terms of using your defense to improve your position on the mat.

BLOCKING

Blocking is easy. Press the left analog stick or directional pad in the direction opposite your opponent's strikes. This works while your fighter is on his feet or on the mat, no matter the position. Blocking is effective against strikes only! Don't sit behind a block when an opponent shoots in for a takedown, slam, or Catchstrike.

PUNCH AND KICK REVERSALS

Blocking isn't the only defense against strikes. All fighters have the ability to catch, or *reverse*, an incoming punch or kick and turn the attempted strike into a submission attempt or to take down the fighter attempting the strike. It's important to keep in mind that while all fighters have these reversals, they don't have them from all positions! Yes, you're being told to use Training Mode again. Abuse Training Mode or be abused by opponents in the Octagon. It's your choice.

Here are other things to think about when considering punch and kick reversals:

- Catching a right or left strike can lead to different outcomes after the strike is caught.
- Not every strike can be caught. Elbows and knees are uncatchable, and few fighters can catch low kicks.
- If a caught punch or kick leads to an attempted submission or takedown, it's still possible to escape. See the "Advanced Strategies" section for more details.

COUNTERING SHOOTS, CATCHSTRIKES, AND SUBMISSIONS

Shoots, Catchstrikes, and Submissions are powerful offensive tools, but all fighters have means at their disposal to escape, avoid, or even reverse these techniques. Spinning the left analog stick is generally a way to escape these grappling attempts, but there are better means of escape. In order to survive, read the "Grappling" section of this guide. It's time well-spent.

POSITIONS

The fighting in *UFC Tapout 2* takes place in five distinct positions inside the Octagon. The standing position, where all fights begin, and four positions on the ground. The positions on the ground have top and bottom positions and are covered here.

STANDING

Both fighters are on their feet and the greatest number of techniques are available. Standup fighters, such as kickboxers and muay thai, are strongest here and must learn how to keep opponents upright. Blocking is most effective while standing.

GUARD

The Guard position occurs when one fighter has his back on the mat, and his legs wrapped around his opponent's waist, exerting some control over that opponent. Blocking in Guard Top is as effective as while standing, while blocking in Guard Bottom absorbs some punishment. The fighter on the mat is considered in the Guard Bottom position. Of all positions, Guard has the most submissions available.

GUARD TOP

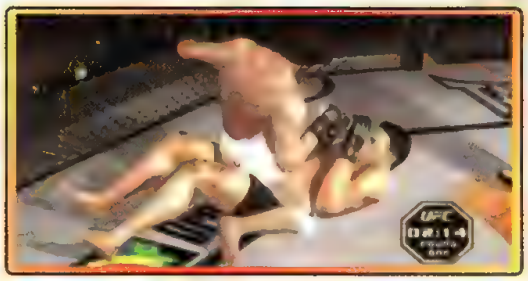
Of all positions on the mat, Guard Top is the least advantageous top position. Striking from Guard Top is effective, but power is lost due to your opponent's legs and hips exerting force against you. Work to pass the guard, generally through catching a strike, and obtain the more dominant full mount.

GUARD BOTTOM

Some disciplines that emphasize grappling actually work to pull opponents into their guard, where they are most comfortable, and dangerous, during a match. Certain fighters actually strike harder from this position than while standing.

MOUNT

Also known as full mount, this position has one fighter with his back and hips on the mat with the other fighter sitting on his stomach or chest. Blocking from the top is as effective as when standing, but blocking while mounted barely stems the tide of pain.



MOUNT TOP

An extremely dominant position favored by "ground and pound" fighters, such as Mark Coleman or Dan Severn, considered the originators of the style. Fighters in this position have many options, from raining down blow after blow, or quickly attempting a submission.

MOUNT BOTTOM

If you get caught in this position, work quickly to get out of it. Fighters are vulnerable to taking large amounts of damage in little time, whether the strikes are blocked or not. Some fighters have submission attempts from this position, but the best defense is to never end up here.

SIDEMOUNT

New to the UFC game system, fighters are considered in Sidemount when one fighter is on his back, similar to Mount Bottom, but the other fighter lays across his upper body, effectively controlling both the upper and lower body. Blocking in Sidemount Top is as effective as standing, while blocking from the bottom position barely helps.

SIDEMOUNT TOP

Most fighters have a limited number of options from Sidemount Top, but opponents on the Bottom are even more limited. Avoid throwing the single punch available from this position since it can be caught, and focus on knees and submissions.

SIDEMOUNT BOTTOM

Block while stuck in this position, but continually work to get out of it as quickly as possible. If an opponent makes a mistake by throwing a punch, try to catch it to reverse positions, but don't rely on that. Spin the left analog stick and quickly get out of this position.

BACKMOUNT

Fighters are considered in Backmount when one fighter is sitting on the back of the other fighter. Blocking from the Top is as effective as while standing. Blocking from the Bottom barely slows the rapid depletion of your life bar.

BACKMOUNT TOP

Consider this the "get your hand raised in victory soon" position. The most dominant position in the game, it's possible to rain devastating blows on your opponent with little need for caution. Unless your health is dangerously low, pound away and don't concern yourself with attempts at submissions.

BACKMOUNT BOTTOM

If you give up your back and end up here, you better hope there is little time left in the round. Most fighters are relegated to blocking and frantic attempts at spinning their way to their backs. A handful of fighters have the ability to escape this position with a submission attempt or by catching a punch, but otherwise, you may want to start thinking about which fighter you'll play in the next match.

SPINNING TO CHANGE POSITIONS

If you're in this position	*Spin to move to this position*
Mount Top	Stand
Mount Bottom	Sidemount Bottom
Guard Top	Stand
Guard Bottom	Stand
Sidemount Top	Stand
Sidemount Bottom	Guard Top
Backmount Top	No change
Backmount Bottom	Mount Bottom

HEALTH VS. STAMINA

Health or Vitality is the blue section of the life bar. When a successful strike removes the last of the blue bar, the fight is over. Tapping out due to a submission instantly empties the life bar, no matter how much Health remains.

The red section of the life bar represents Health that can be recovered either through resting during a round or in between rounds. Your fighter's Stamina determines how quickly the red portion turns back to blue. During a round, the overall Health of a fighter can never exceed the red section of the life bar. Between rounds, all of the red section changes back to blue, plus additional Health is recovered.

Stamina also determines how quickly your fighter exhausts himself while attempting strikes or other techniques.

CONTROLLER SETUP

This guide has been written with the default set-up for the game intact. However, that should not stop you from using Button Config in the Options menu to help out your game.

Instead of trying to train your fingers to stretch to reach the various button combinations, or resorting to convoluted controller-holding techniques, consider the following button configuration:

With the buttons configured in this way, all combinations are a single press, except for catching punches and kicks. However, pressing both punch or kick buttons (in the default settings) are the easiest pairs to press simultaneously.

TOO EASY TO STOP SHOOTING?

With a button configured to LP + RH (default A + Y), it becomes easy to turn any standard shoot attempt to gain Backmount Top, or at worst, Mount Top.

GRAPPLING

Grappling takes many forms in *UFC Tapout 2:* shooting, position changing, catchstrikes, and submission attempts with their escapes or counters. What follows are the different ways the fighters perform these grappling maneuvers, and how to avoid being stuck with them. For more information about these topics, check out the "Game Basics" section. This section is especially helpful for getting through Career Mode, providing a preview of the moves available for your created characters.

SPIN SHORTHAND

Anywhere the text says "Spin" as a command, it means to Spin the left analog stick or directional pad as quickly as you can. That gets repetitive, so it's being shortened.

TAKING IT TO THE MAT

This section focuses on the techniques used to take the fight from the standing position to one of the many ground positions.

SHOOTS

The standard Shoot has the most varied counter / recounter system of any technique in the game. Here are the techniques that can be used to avoid being taken down, and the means to continue the shoot afterward. Some characters have additional shoot counters. See "Sprawl" for more information.

Counter	Recounter
Spin before the standing fighter starts to fall backward. The standing fighter pushes away with both hands on the shooting fighter.	If a shoot is countered this way, hit the same buttons again to attempt a second shoot. This second shoot is irreversible.
Spin as the fighter starts to fall backward. This pulls the shooting fighter in a Guard Top position.	
Press Y+A. The standing fighter sidesteps just enough to obtain the Backmount Top position on the shooting fighter.	The shooting fighter can Spin to flip around and end up in Mount Bottom.
Press X+Y or A+B. The standing fighter pushes the shooting fighter to the side, leaving both standing.	

SPRAWL

Counter	Recounter
Press X+A for a Sprawl, Knee (all characters have this) or Y+B for a Sprawl, Hook (not everyone has this) as the shooting fighter comes into contact with the standing fighter.	If the shooting fighter anticipates the Sprawl, Knee, pressing Y+B catches that knee and continues the shoot. If the attack is a Sprawl, Hook, hitting Y+B simply avoids the strike.
Press X+B for a Sprawl, Kimura (not everyone has this) as the shooting fighter comes into contact with the standing fighter.	If the shooting fighter anticipates this, Spin to end up in Mount Bottom, or press Y+B to end in Mount Top.
Press X+B for a Sprawl, Armlock (not everyone has this) as the shooting fighter comes into contact with the standing fighter.	If the shooting fighter anticipates this, Spin to end up in Mount Bottom. Press X+B to end in Mount Top.
Press X+B for Sprawl, German Suplex (not everyone has this) as the shooting fighter comes into contact with the standing fighter.	If the shooting fighter anticipates this, Spin to shrug off the suplex attempt, and keep both fighters standing.

OTHER SHOOTS

The following table lists the other types of shoots in the game, along with the means to avoid them. If these shoots are preceded by a strike, the escape remains the same, but the timing is much harder to hit.

NO ESCAPE

If you're hit by a Rival Stun takedown, you're going down.

NAME	ESCAPE MEANS	ESCAPE TO
Lifting Slam	Spin	Both stand
Shoulder Throw	A+B Spin/X+Y/B+X/Y+B	Stand Guard Bottom
Self Takedown	A+B/X+Y Do nothing	Both stand Guard Top
Low Shoot	X+Y	Both stand
Double Leg Shoot	A+B/X+Y Y+A	Both stand Backmount Top
Single Leg Shoot	A+B/X+Y Y+A	Both stand Backmount Top
Scissors	X+A	Both stand
Hip Toss	B+Y Spin	Mount Top Both stand
Takedown	Spin A+B	Both stand Guard Top
Front Suplex	Spin	Both stand
Fireman's Carry	Spin X+Y	Both stand Mount Top
Frankensteiner	Spin	Both stand

POSITION CHANGE ATTEMPTS ON THE MAT

The follow tables show the moves available from different ground positions, the means to escape them, and where the escapee goes.

Mount Bottom

The following moves all attempt to move to Guard Top.

NAME	ESCAPE MEANS	ESCAPE TO
Sweep	Spin	Stay in place
Scissors	Spin	Stay in place
Bridge	Spin	Mount Top
TK Scissors	Spin	Stay in place

Guard Bottom

NAME	ESCAPE MEANS	ESCAPE TO
Sweep	Spin	Stay in place
Scissors	Spin	Stay in place
Bridge	Spin	Mount Top
TK Scissors	Spin	Stay in place

Guard Bottom

NAME	ESCAPE MEANS	ESCAPE TO
Sweep to Mount Top	Spin/Y+B/X+A/X+Y/A+B	No change
Underhook, Stand	Y+B Spin	Mount Top No change

Backmount Bottom

NAME	ESCAPE MEANS	ESCAPE TO
Sweep to Guard Top	Spin	Mount Top

CATCHSTRIKES

Standing

NAME	ESCAPE MEANS	ESCAPE TO
Catchstrike: High Hook	Y+B	Blocks attack
Catchstrike: Hook	Y+B/Spin	Blocks attack
Catchstrike: Knee	X+A	Blocks attack
Clinch Knee	X+A	Blocks attack
Grappling Knee	X+A	Blocks attack
Grappling Straight	Y+B	Avoids attack
Grappling Hook	Y+B	Blocks attack
Plum Clinch	X+A	Blocks attack
Power Knee	X+A	Blocks attack
Power Hook	Y+B	Blocks attack

CATCH TO CATCHSTRIKE

For Punch/Kick Catch to Catchstrikes (they aren't listed here), use Y+B to avoid the attack.

Mount Top

NAME	ESCAPE MEANS	ESCAPE TO
Catchstrike: Hook	Y+B Spin	Guard Top Block attack
Catchstrike: Body	Y+B Spin	Guard Top Block attack
Grappling Straight	Y+B Spin	Guard Top Avoid strike
Mount Hook	Y+B Spin	Guard Top Block attack
Trapping Punch	Y+B Spin	Guard Bottom Avoid strike
Trapping Body Blow	Y+B Spin	Guard Top Block attack
Trapping Hook	Y+B Spin	Guard Top Block attack

Guard Bottom

NAME	ESCAPE MEANS	ESCAPE TO
Trapping Straight	Y+B/Spin	Block attack
Trapping Punch	Y+B	Block attack
Trapping Uppercut	Y+B	Block attack
Grappling Straight	Y+B/Spin	Block attack
Catchstrike	Y+B	Block attack
Catchstrike: Punch	Y+B	Block attack

Guard Top

NAME	ESCAPE MEANS	ESCAPE TO
Catchstrike: Hook	Y+B Spin	Both stand Back attack
Catchstrike: Blow	Y+B Spin	Both stand Block attack
Catchstrike: Punch	Y+B Spin	Both stand Block attack
Grappling Straight	Y+A Y+B	Mount Top Both stand
Trapping Body, Hook	Y+A Y+B	Mount Top Both stand
Trapping Hook	Y+B/Spin	Both stand
Trapping Punch	Y+B Spin	Both stand Block attack
Trapping Straight	Y+B Spin	Both stand Block attack
Giant Swing	X+A Spin	Both stand Mount Bottom

Backmount Top

NAME	ESCAPE MEANS	ESCAPE TO
Catchstrike	Y+B	Both stand
Catchstrike: Blow	Y+B	Both stand
Catchstrike: Hook	Y+B	Both stand

SUBMISSIONS

No other type of move can turn the tide of a fight as quickly as a submission, and that works both ways. Hit a submission attempt to instantly win a match, even if you haven't landed a single strike. Try a submission and you may end up on your stomach with an opponent seated square on your back. Here are some things to keep in mind when escaping submissions: Spinning is almost always the worse of the two escapes, but it also always is an escape. Submissions that go low are countered with X+A; submissions that go high are countered with Y+B.

Mount Bottom

NAME	ESCAPE MEANS	ESCAPE TO
Achilles Hold	X+A Spin	Mount Top Mount Bottom
Fujiwara Armbar	Y+B Spin	Both stand Guard Bottom
Scarfhold	Y+B Spin	Both stand Guard Bottom
Scissors, Necklock	B+Y Spin	Mount Top Mount Bottom

Sidemount Top

NAME	ESCAPE MEANS	ESCAPE TO
Fujiwara Armbar	Y+B Spin	Mount Top Both stand
Keylock	Y+B Spin	Mount Top Mount Bottom

Mount Top

NAME	ESCAPE MEANS	ESCAPE TO
Americana	Y+B Spin	Mount Top Mount Bottom
Armbar	Y+B Spin	Mount Top Mount Bottom
Armlock	Spin Y+B	Mount Bottom Mount Bottom
Cross Arm Hold	Y+B Spin	Mount Top Mount Bottom
Cross Body Armbar	Y+B Spin	Mount Top Backmount Bottom
Cross Keylock	Y+B Spin	Mount Top Mount Top
Fujiwara Armbar	Y+B Spin	Mount Top Backmount Bottom
Guillotine Choke	Y+B Spin	Guard Top Mount Bottom
Hammer Lock	Y+B Spin	Mount Top Mount Bottom
Keylock	Y+B Spin	Mount Top Mount Bottom
Kimura	Y+B Spin	Mount Top Mount Bottom
Kneebar	X+A Spin	Mount Top Backmount Bottom
Side Choke	Y+B Spin	Mount Top Mount Top
Triangle Choke	Y+B	Mount Top

Guard Top

NAME	ESCAPE MEANS	ESCAPE TO
Achilles Hold	X+A Spin	Mount Top Backmount Bottom
Anklelock	X+A Spin	Mount Top Mount Bottom
Anklelock, Kneebar[1]	X+A Spin	Mount Top Mount Bottom
Can Opener	Y+B Spin	Mount Top Mount Bottom
Heel Hold	X+A Spin	Mount Top Backmount Bottom
Heel Hook	X+A/Spin	Mount Top
Rolling Heel Hold	X+A Spin	Guard Top Both stand

[1]For the fighter attempting Anklelock, Kneebar: Press X+A to go to Guard Top instead of ending in Mount Bottom

Backmount Bottom

NAME	ESCAPE MEANS	ESCAPE TO
Achilles Hold	X+A Spin	Backmount Top Mount Bottom
Figure 4 Leg Lock	X+A Spin	Both stand Backmount Bottom
Inverted Armbar	Y+B Spin	Mount Top Backmount Bottom
Kneebar	X+A Spin	Backmount Top Mount Bottom
Reverse Kneebar	X+A Spin	Backmount Top Mount Bottom

Guard Bottom

NAME	ESCAPE MEANS	ESCAPE TO
Achilles Hold	X+A Spin	Mount Top Guard Bottom
Chicken Wing	Y+B Spin	Mount Top Mount Bottom
Chicken Wing Hold	Y+B/Spin	Mount Top
Chicken Wing Lock	Y+B Spin	Mount Top Mount Bottom
Cross Body Armbar	Y+B Spin	Mount Top Mount Bottom
Front Naked Choke	B+Y Spin	Mount Top Mount Bottom
Fujiwara Armbar	Y+B Spin	Mount Top Mount Bottom
Guillotine Choke	Y+B Spin	Mount Top Mount Bottom
Heel Hold	X+A Spin	Mount Top Both stand
Kneebar	X+A Spin	Mount Top Both stand
Sleeper Choke	Y+B Spin	Mount Top Mount Bottom
Triangle Armbar	Y+B Spin	Mount Top Mount Bottom
Triangle Choke	Y+B Spin	Mount Top Mount Bottom
Upsidedown Armbar	Y+B Spin	Calf Compression[2] Both stand

[2]For this Calf Compression, the only escape is X+A, which leaves both standing

Backmount Top

NAME	ESCAPE MEANS	ESCAPE TO
Cross Body Armbar	B+Y Spin	Mount Top Backmount Bottom
Crucifix Elbow	Spin	Guard Top
Front Naked Choke	Y+B Spin	Guard Top Backmount Bottom
Kneeling Armbar	NO ESCAPE	
Inverted Armbar	NO ESCAPE	
Fujiwara Armbar	Y+B	Mount Top
King Cobra Clutch	Y+B	Mount Top
Rear Naked Choke	Y+B Spin	Mount Top Backmount Bottom
Sleeper Choke	Y+B Spin	Guard Top Backmount Top
Sleeper Hold	Y+B Spin	Mount Top Backmount Top
Triangle Choke	Y+B	Mount Top
Triangle Armbar	Y+B Spin	Mount Top Backmount Bottom

PAIN WITH ANY NAME

"Vitor Style Armbar" is a Cross Body Armbar.

Standing *(includes Rival Stun, Punch Catches and Kick Catches)*

NAME	ESCAPE MEANS	ESCAPE TO
Armbar	Y+B Spin	Mount Top Backmount Bottom
Can Opener	Y+B Spin	Mount Top Mount Bottom
Cross Body Armbar	Y+B	Mount Top
Fertitta's Shoulder to Armbar	Y+B	Guard Top
Fertitta's Back Step Armbar	Y+B/Spin	Both stand
Flying Kneebar	X+Y Spin	Both stand Mount Bottom
Flying Armbar	Y+B Spin	Mount Top Mount Bottom
Front Naked Choke	Spin	Both stand
Fujiwara Armbar	Y+B Spin	Backmount Top Mount Bottom
Mount Necklock	Y+B Spin	Mount Top Mount Bottom
Mount Can Opener	Y+B/Spin	Mount Top
Roll to Kimura	Y+B Spin	Mount Top Mount Bottom
Rolling Armlock	Y+B Spin	Mount Top Mount Bottom
Scarfhold	Y+B Spin	Mount Top Mount Top
Triangle Choke	Y+B Spin	Guard Top Guard bottom

ADVANCED STRATEGIES

KNOW THE FIGHTERS

Know your fighter's strengths and your opponent's weaknesses. You may have to exploit an opponent's weakness rather than use your fighter's strengths. One example is Caol Uno. His strength is standing, but against Robbie Lawler it would be a mistake to fight on his feet. Fight smarter to become a *Tapout 2* master.

KNOW ATTACK PROPERTIES

Rival Stuns, Staggers into Rival Stuns, and knocking down opponents are important ways to inflict big damage or submit your adversary. First, you need to know which Rival Stun techniques do the most damage. Most Rival Stun grappling techniques can be escaped, but a Rival Stun strike is a sure hit. Whenever an opponent is stunned, it's also an opportunity to take the match to the mat, but only if it's to your fighter's advantage.

STAY IN THE MIDDLE

Try to maintain your back to the center of the ring. It allows you to back away from trouble or push ahead and force opponents into the fence. This is also nice if you land a Stagger, because your opponent caroms off the cage into a Rival Stun, presenting you with an attack opportunity.

STAY IN STEP

If you have trouble executing step maneuvers, get thee to the Training Mode and watch your movement and button presses on-screen. If you push too fast, the arrow and button presses appear between both lines. If you still have trouble, flick the left analog stick or directional pad, then push the button. Practice until you have the timing down. Your fighters will thank you; your buddies won't.

MAKE THE CLOCK YOUR FRIEND

If your health is low, check the clock to see how long you need to survive. You might start the round with less health than if you pull of a risky position switch attempt, but you'll get a second round.

If your opponent's health is low and the clock is winding down, hammer away! All stamina lost in throwing the flurry is back at the start of the next round. When an opponent's health is nearly gone except for that last tiny bit, switch to Catchstrikes or submission attempts. Pounding fists and feet against a blocking opponent is an exercise in futility; even if a submission sticks you in a bad spot, you start the next round on your feet.

FEINTS

Practice feints when you are fighting on your feet. This is especially important when your stamina is low and you need to back away to recover. X+B (in this guide's recommended set-up: black button) not only backs you away quickly, but it also puts you in a ducking position to help avoid strikes.

CATCH 'EM ALL

After knowing all the basics and counters out of submissions, the most important skill you must develop is catching punches and kicks. This skill is essential for surviving on the ground. Not only does it prevent you from getting your teeth knocked out, but it also puts you in an advantageous position.

CATCH TO WHAT?

Knowing what happens after catching a kick or punch is just as important as learning the timing. If your fighter catches a left strike, is it the same as catching one from the right?

Keep the reverse in mind as well. For example, if you throw a standing punch against Frank Shamrock, you better be prepared to escape a submission attempt.

LEARN THE LESSON BEFORE IT BECOMES PAINFUL

Sometimes you have to take to give. If your fighter has to go to the ground to win and you keep getting kneed on the shoot attempt, counter with Y+B and take it to the mat. If your opponent counters with Y+A to gain Backmount Top, stop shooting and learn how to fight on your feet.

FIGHTING OTHER PLAYERS

When facing human competition, keep these strategies in mind:

Submission attempts have a higher success rate at some of the odd angles and views. It's harder to see if the submission is going high or low.

Keep moving to a side when striking, even if you're not attempting a step attack. Since blocking is only holding "back" (that is, away from your opponent) your changing of angles will change which direction "back" is.

Throw a kick or a punch from far away enough that it won't land, then fire a Catchstrike; you'll be amazed how many times this works.

When you're in a top position on the ground, wiggle the stick to make it look like your fighter is going to do one thing, then hit a submission or punch combo.

No matter how big or small a fighter is, ground and pound is the great equalizer.

Most importantly, don't expect what works against CPU opponents to work against human opponents!

QUICK TIPS BY POSITION

STANDING

Punish opponents with low kicks. They are not flashy, just effective.

MOUNT TOP

Punch and punch, just mix up your timing to avoid punch catches.

MOUNT BOTTOM

Block, then Sweep to get out. Punch just enough to mess up the top player's timing

GUARD TOP

Use feints and combos to deliver blows in bunches with an occasional stutter

GUARD BOTTOM

The best position to run submissions. If you get countered, you really don't lose much in positioning. If it works, you get your hand raised.

GO TO THE BODY!

When you're on the bottom position on the ground, hit to the body. It does more damage and is harder to reverse with a punch catch.

BACKMOUNT TOP

Punch until your fingers bleed. Even if the Backmounted fighter blocks (and not many can catch from Backmount Bottom), he still takes major damage. The submissions may look pretty, but why bother? Just win!

BACKMOUNT BOTTOM

Don't get in this position! What? Too late? If you have enough energy, throw an elbow and spin like crazy to change position. If you don't have much energy, cover up and wait for the round to end.

SIDEMOUNT TOP

Rip knee shots to the body, and stay here as long as possible. Eventually, you'll wear anyone down.

SIDEMOUNT BOTTOM

Do not try an exchange from this position; block and spin the stick to get out. Only throw the occasional knee to keep your opponent off balance.

USING THIS GUIDE

ORDER OF PRESENTATION

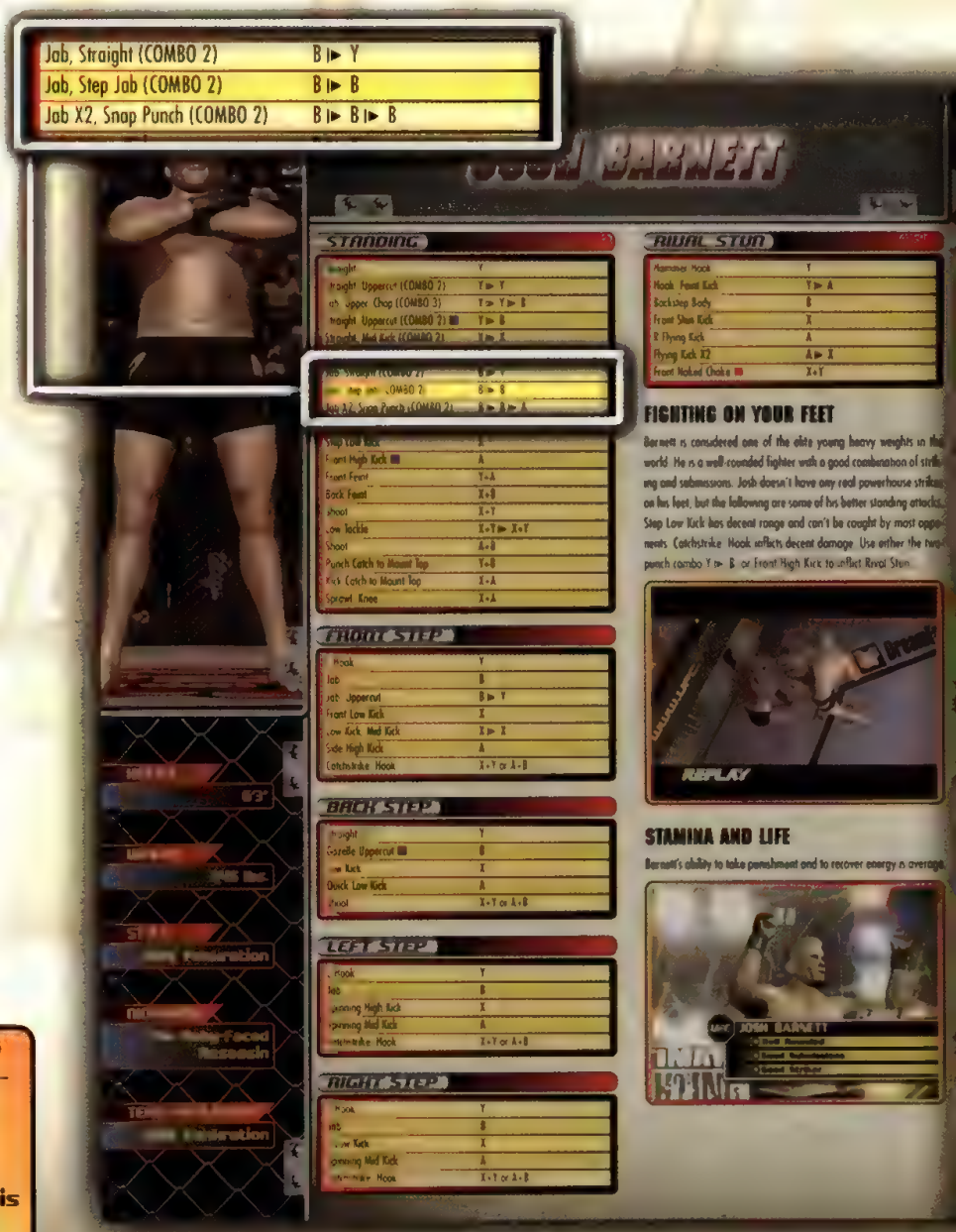
The fighters in this guide are shown alphabetically, broken down into the five weight classes, from heaviest to lightest category.

COMBO

(COMBO #) indicates the number of consecutive strikes in a combo that connect in rapid succession so that the later strikes can neither be blocked nor defended.

It's important to note that if the number is less than the number of strikes in the combo, then the consecutive strikes could happen at any point in that combo and occassionally even more than one time.

For example, an combo with six total strikes is listed as COMBO 2. The consecutive strikes that are guaranteed to hit (provided the first one in the string lands) could be the first two strikes, the last two strikes, or any pair in between. It's also possible that the first two strikes **and** the last two strikes are COMBO 2. Go into Training Mode, keep all of the displays turned on, and pound on the stationary opponent.



The left page for each fighter lists the moves available while standing on his feet.

MOVE TABLES

The move tables show the moves that fighter has available from each position or during step moves. Note that some universal abilities shared by all fighters are not listed on those pages. All fighters have the same punch reversals from both Sidemount positions. Also, spinning the left analog stick in each grounded position moves the fighter through a progression of positions, which is covered in the "Grappling" section.

A "+" indicates buttons need to be pressed simultaneously.

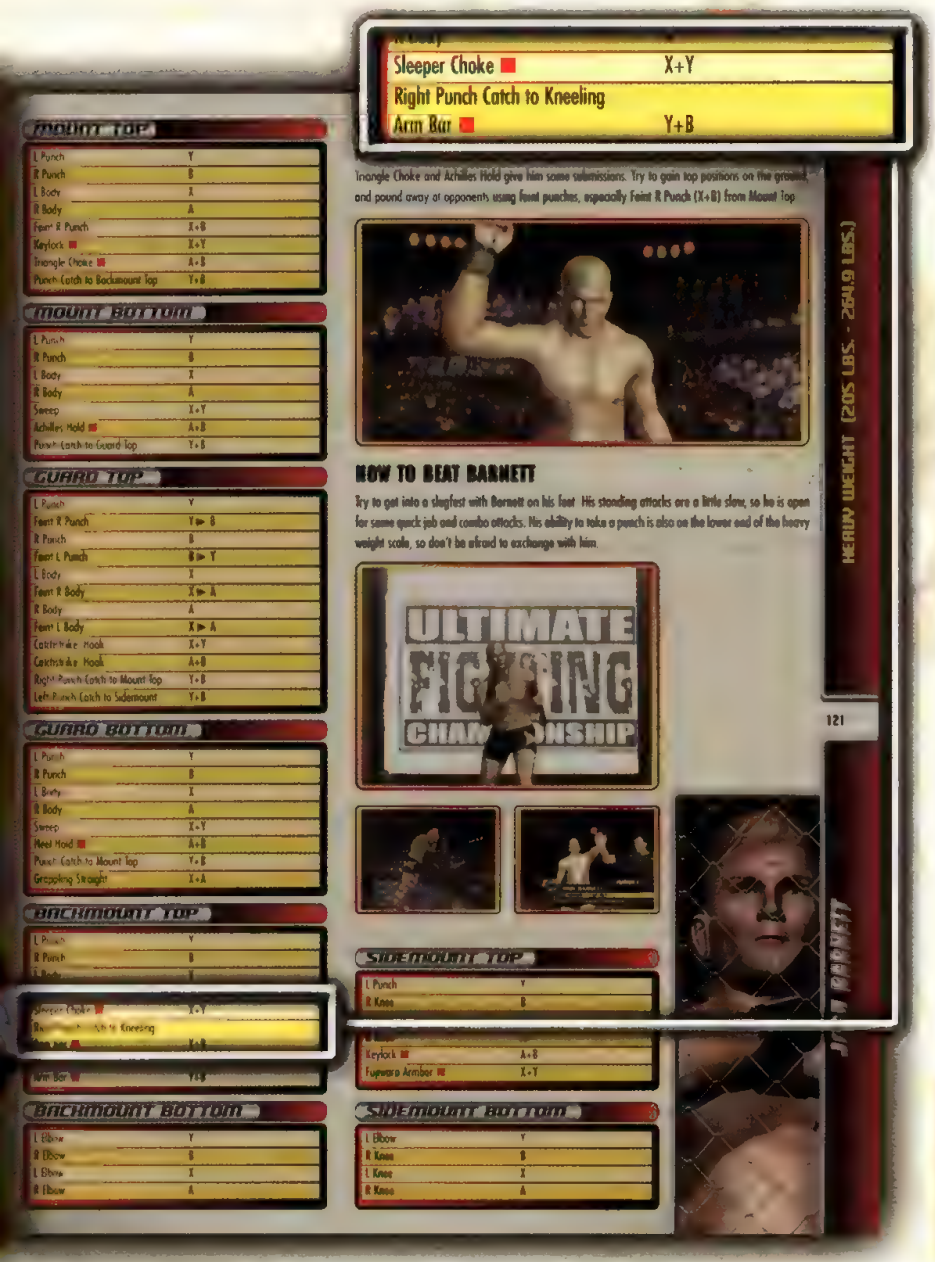
A "|▶" indicates that buttons should be pressed consecutively.

MOVE PROPERTIES

Moves with one of the following squares after its listing have a special property. More detail on each property is available in the "Game Basics" section.

For the moves marked as Submission attempts, check the "Grappling" section of this guide.

- Indicates moves that inflict **Rival Stun.**
- Indicates moves that **Stagger** opponents.
- Indicates moves that **Knockdown** opponents.
- Indicates moves that **Guard Break.**
- Indicates moves that are **Submission** attemps.



The right page for each fighter shows the moves available from each of the ground positions.

JOSH BARNETT

HEIGHT: 6'3"

WEIGHT: 245 lbs.

STYLE: MMC Pankration

NICKNAME: The Baby-Faced Assassin

TEAM AFFILIATION: MMC Pankration

STANDING

Straight	Y
Straight, Uppercut (COMBO 2)	Y ▶ Y
Jab, Upper, Chop (COMBO 3)	Y ▶ Y ▶ B
Straight, Uppercut (COMBO 2) ■	Y ▶ B
Straight, Mid Kick (COMBO 2)	Y ▶ X
Jab	B
Jab, Straight (COMBO 2)	B ▶ Y
Jab, Step Jab (COMBO 2)	B ▶ B
Jab X2, Snap Punch (COMBO 2)	B ▶ B ▶ B
Jab, L Low Kick	B ▶ X
Step Low Kick	X
Front High Kick ■	A
Front Feint	Y+A
Back Feint	X+B
Shoot	X+Y
Low Tackle	X+Y ▶ X+Y
Shoot	A+B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A
Sprawl, Knee	X+A

FRONT STEP

L Hook	Y
Jab	B
Jab, Uppercut	B ▶ Y
Front Low Kick	X
Low Kick, Mid Kick	X ▶ X
Side High Kick	A
Catchstrike: Hook	X+Y or A+B

BACK STEP

Straight ■	Y
Gazelle Uppercut ■	B
Low Kick	X
Quick Low Kick	A
Shoot	X+Y or A+B

LEFT STEP

L Hook	Y
Jab	B
Spinning High Kick	X
Spinning Mid Kick	A
Catchstrike: Hook	X+Y or A+B

RIGHT STEP

L Hook	Y
Jab	B
L Low Kick	X
Spinning Mid Kick	A
Catchstrike: Hook	X+Y or A+B

RIVAL STUN

Hammer Hook	Y
Hook, Feint Kick	Y ▶ A
Backstep Body	B
Front Shin Kick	X
R Flying Kick	A
Flying Kick X2	A ▶ X
Front Naked Choke ■	X+Y

FIGHTING ON YOUR FEET

Barnett is considered one of the elite young heavy weights in the world. He is a well-rounded fighter with a good combination of striking and submissions. Josh doesn't have any real powerhouse strikes on his feet, but the following are some of his better standing attacks. Step Low Kick has decent range and can't be caught by most opponents. Catchstrike: Hook inflicts decent damage. Use either the two-punch combo Y ▶ B, or Front High Kick to inflict Rival Stun.

STAMINA AND LIFE

Barnett's ability to take punishment and to recover energy is average.

MOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Feint R Punch	X+B
Keylock ■	X+Y
Triangle Choke ■	A+B
Punch Catch to Backmount Top	Y+B

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	X+Y
Achilles Hold ■	A+B
Punch Catch to Guard Top	Y+B

GUARD TOP

L Punch	Y
Feint R Punch	Y ▶ B
R Punch	B
Feint L Punch	B ▶ Y
L Body	X
Feint R Body	X ▶ A
R Body	A
Feint L Body	X ▶ A
Catchstrike: Hook	X+Y
Catchstrike: Hook	A+B
Right Punch Catch to Mount Top	Y+B
Left Punch Catch to Sidemount	Y+B

GUARD BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	X+Y
Heel Hold ■	A+B
Punch Catch to Mount Top	Y+B
Grappling Straight	X+A

BACKMOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sleeper Choke ■	X+Y
Right Punch Catch to Kneeling Arm Bar ■	Y+B
Left Punch Catch to Inverted Arm Bar ■	Y+B

BACKMOUNT BOTTOM

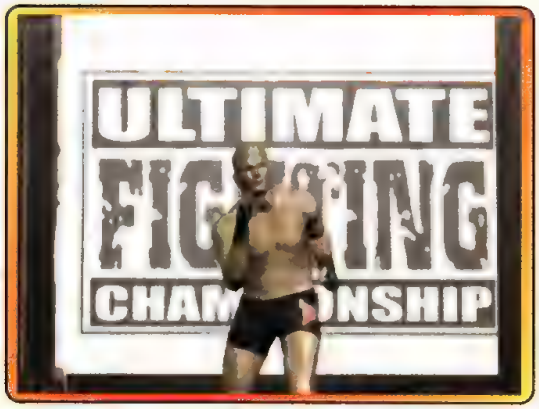
L Elbow	Y
R Elbow	B
L Elbow	X
R Elbow	A

TAKE IT TO THE MAT

For a heavy weight, Barnett has very good ground skills. His striking is average on the ground, but his Triangle Choke and Achilles Hold give him some submissions. Try to gain top positions on the ground, and pound away at opponents using feint punches, especially Feint R Punch (X+B) from Mount Top.

HOW TO BEAT BARNETT

Try to get into a slugfest with Barnett on his feet. His standing attacks are a little slow, so he is open for some quick jab and combo attacks. His ability to take a punch is also on the lower end of the heavy weight scale, so don't be afraid to exchange with him.



SIDEMOUNT TOP

L Punch	Y
R Knee	B
L Knee	X
R Knee	A
Keylock ■	A+B
Fujiwara Armbar ■	X+Y

SIDEMOUNT BOTTOM

L Elbow	Y
R Knee	B
L Knee	X
R Knee	A

HEIGHT: 6'1"

WEIGHT: 255 lbs.

STYLE: Freestyle Wrestling

NICKNAME: The Hammer

TEAM AFFILIATION: Hammer House

MARK COLEMAN

STANDING

Haymaker Hook	Y
Hook, Backfist ■	Y ▶ Y
Hook X2	Y ▶ B
Jab	B
Jab, Uppercut	B ▶ Y
Jab X2 (COMBO 2)	B ▶ B
Jab X2, Hook (COMBO 2)	B ▶ B ▶ Y
Jab X2, Mid Kick (COMBO 2)	B ▶ B ▶ X
Jab X2, Shoot (COMBO 2)	B ▶ B ▶ B+A
L Low Kick	X
L Low Kick, Shoot	X ▶ Y+X
Front Kick ■	A
Feint	Y+A
Back Feint	X+B
Feint Elbow ■	Y+A ▶ Y
Feint Uppercut ■	Y+A ▶ B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A
Shoot	Y+X or B+A
Sprawl, Knee	X+A

FRONT STEP

Haymaker Hook	Y
Body	B
Body, Uppercut	B ▶ Y
Spinning Low Kick	X
Front Low Kick	A
Shoulder Rush ■	Y+B
Fireman's Carry	Y+X
High Speed Shoot	B+A

BACK STEP

L Hook ■ ■	Y
Combo Low Kick (COMBO 2)	Y ▶ X
Overhand Blow ■	B
Low Kick	X
Low Kick	A
Shoot	X+Y or A+B

LEFT STEP

Haymaker Hook	Y
Jab	B
Spinning High Kick	X
Spinning Mid Kick	A
Shoulder Rush ■	Y+B
Fireman's Carry	Y+X
High Speed Shoot	B+A

RIGHT STEP

Haymaker Hook	Y
Jab	B
Low Kick	X
Spinning Mid Kick	A
Shoulder Rush	Y+B
Fireman's Carry	Y+X
High Speed Shoot	B+A

RIVAL STUN

Spear	X+A
Triple Knee Bash	B+A
Knuckle Bomb	B+Y

FIGHTING ON YOUR FEET

The Hammer is the innovator of the ground and pound. The combination of Olympic-level wrestling and raw power made Coleman a force in the mid-to-late nineties. Coleman's strikes do big damage to his opponent's stamina, so watch the blue bar and flurry blows for a quick KO. Mark has several feint attacks. The Feint Uppercut can get you a Rival Stun and set up a shoot. If all else fails, use one of his many shoots to take his victims down to the mat. The High-Speed Shoot is fast and can be launched from a good distance. If you get a Rival Stun on your opponent, immediately Spear them to the ground. It looks cool; plus, they're now in Coleman's ground and pound zone.

STAMINA AND LIFE

Coleman's stamina is elite for the heavy weights, and his ability to take damage is average.

MOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Triangle Choke ■	X+A
Punch Catch to Backmount Top	Y+B
Keylock ■	Y+X
Fujiwara Armbar ■	B+A

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Punch Catch to Guard Top	Y+B
Bridge	X+A
Sweep	X+Y
Achilles Hold ■	B+A

GUARD TOP

L Punch	Y
Feint R Punch	Y ▶ B
R Punch	B
Feint L Punch	B ▶ Y
L Body	X
Feint R Body	X ▶ A
R Body	A
Feint L Body	A ▶ X
Can Opener ■	B+A
Catchstrike: Hook	Y+X
Right Punch Catch to Mount Top	Y+B
Left Punch Catch to Sidemount	Y+B

GUARD BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	X+Y
Grappling Straight	X+A
Punch Catch to Mount Top	Y+B
Kneebar ■	B+A

BACKMOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Armbar ■	B+A
Fujiwara Armbar ■	Y+B
Front Naked Choke ■	Y+X
Stand	Y+A

BACKMOUNT BOTTOM

L Elbow	Y
R Elbow	B
L Elbow	X
R Elbow	A

TAKE IT TO THE MAT

Not a whole lot needs to be said here: Just ground and pound. From Guard Top, pound away by alternating Y and B to feint and pound your opponent. Once again, he does huge stamina damage on the mat, so watch both of your opponent's bars as they disappear. Don't be in a hurry when in a top position. Even if your punches are being blocked, they're still doing some good damage.

HOW TO BEAT COLEMAN

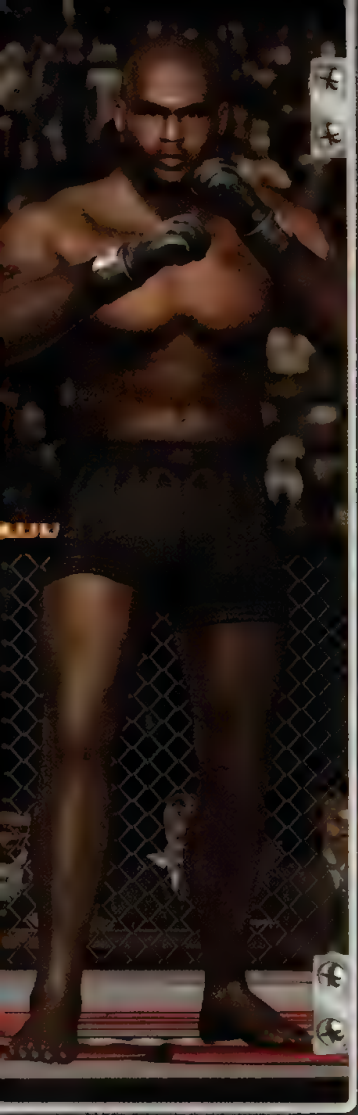
Attack with jabs or hard strikes when he is throwing his slow kicks or left Haymaker Hook. You'll get a counter hit, which does more damage and may give you a Rival Stun opportunity. Also, be ready to counter shoots with A+X knee or A+Y (white button) reversal

SIDEMOUNT TOP

L Punch	Y
R Knee	B
L Knee	X
R Knee	A
Keylock ■	A+B
Fujiwara Armbar ■	X+Y

SIDEMOUNT BOTTOM

L Elbow	Y
R Knee	B
L Knee	X
R Knee	A



GARY GOODRIDGE

HEIGHT: 6'3"

WEIGHT: 263 lbs.

STYLE: Freestyle

NICKNAME: Big Daddy

TEAM AFFILIATION: N/A

STANDING

Straight	Y
Straight X2 (COMBO 2)	Y ▶ B
Straight X2, Hook	Y ▶ B ▶ Y
Straight X2, Low LK	Y ▶ B ▶ X
Jab	B
Hard L Body Blow	B ▶ Y
L Mid Kick (COMBO 2)	B ▶ Y ▶ X
R Hook ■	B ▶ Y ▶ B
Big Daddy Combo ■	B ▶ Y ▶ B ▶ Y
L Low Kick	X
R Mid Kick	A
Punch Catch to Mount Top	Y+B
Punch Catch to Catchstrike: Hook	Y+B
Kick Catch to Mount Top	X+A
Shoot	Y+X or B+A
High Hook	Y+B

FRONT STEP

Hard L Body Blow ■	Y
R Hook (COMBO 2)	Y ▶ B
Hard Hook ■	B
Hard Hook X2 (COMBO 2)	B ▶ Y
Front Low Kick	A
Front Kick	X
Power Hook	Y+X
Power Knee	B+A

BACK STEP

Haymaker Hook ■	Y
Haymaker Punch	Y ▶ Y
Hook ■	B
Hook, Haymaker Hook	B ▶ Y
L Mid Kick	X
R Low Kick	A
Power Hook	X+Y
Shoot	B+A

LEFT STEP

Hard L Body Blow	Y
R Hook (COMBO 2)	Y ▶ B
Jab	B
Spinning High Kick	X
Spinning Mid Kick	A
Power Hook	Y+X
Power Knee	B+A

RIGHT STEP

Hard L Body Blow ■	Y
R Hook	Y ▶ B
Jab	B
Low Kick	X
Spinning Mid Kick	A
Power Hook	Y+X
Power Knee	B+A

RIVAL STUN

Front Naked Choke ■	X+Y
Triple Fist Bash	B+A
Descending Punch	Y
Power Knee	Y ▶ B+A
Descending Punch	B

FIGHTING ON YOUR FEET

Big Daddy Gary Goodrich is about one thing and one thing only: bringing in the heavy artillery. You're guaranteed some excitement when you see Goodrich fight. His punches do big damage, and his kicks are no picnic either. Push your opponent to the fence and unleash your combos, especially the Big Daddy Combo. This will give you a stagger and allow you to drop a Descending Punch. When your opponent begins to rise, hit your Front Step Power Knee. If you can string these moves together, it may be the fastest KO you will ever get.

STAMINA AND LIFE

Don't punch yourself out! Gary's stamina is poor, but his ability to take a punch is good.

MOUNT TOP

L Punch	Y
L Punch X2	Y ▶ Y
L Punch X3	Y ▶ Y ▶ Y
R Punch	B
R Punch X2	B ▶ B
Punch Rush	B ▶ Y
Tri Punch Rush (COMBO 2)	B ▶ Y ▶ B
R Body	A
L Body	X
Hammer Knuckle	Y+B
Trapping Punch	Y+X
Guillotine Choke ■	B+A

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Punch Catch to Guard Top	Y+B
Sweep	A+B
Bridge	X+A

GUARD TOP

L Punch	Y
Feint R Punch	Y ▶ B
L Punch X2	Y ▶ Y
R Punch	B
R Punch X2	B ▶ B
R Punch X3 (COMBO 2)	B ▶ B ▶ B
L Body	X
Feint R Body	X ▶ A
R Body	A
Feint L Body	A ▶ X
Can Opener	B+A
Catchstrike: Hook	Y+X
Punch Catch to Mount Bottom	Y+B

GUARD BOTTOM

L Punch	Y
L Punch X2	Y ▶ Y
L Jab, R Straight	Y ▶ B
R Punch	B
R Punch X2	B ▶ B
R Jab, L Straight	B ▶ Y
L Body	X
R Body	A
Sweep	X+Y or A+B
Grappling Straight	X+A
Punch Catch to Mount Top	Y+B

TAKE IT TO THE MAT

Big Daddy has very few submission abilities on the ground or his feet. However, his striking power remains strong both standing and on the mat. His combos in the top positions mean lights out to any opponent who stays too long. Pound on your opponents, even when they're blocking; they'll still take damage. Gary is one of the hardest hitters from his back, but you don't want to be there. His slow recovery makes blocking for too long dangerous; he also is slow to react when trying to catch strikes.

HOW TO BEAT GOODRIDGE

Be aggressive. Try to put Goodridge on the defensive, but don't exchange because you will lose. Getting Goodrich on the mat is good because he has trouble catching punches, he doesn't recover very quickly, and he only has upper-body submissions for you to worry about.

BACKMOUNT TOP

L Punch	Y
R Punch	B
L Punch X2	B ▶ B
L Punch X3	B ▶ B ▶ B
L Body	X
R Body	A
Catchstrike	B+A
Crucifix Elbow ■	X+Y
Stand	Y+A

BACKMOUNT BOTTOM

L Elbow	Y
R Elbow	B
L Elbow	X
R Elbow	A

SIDEMOUNT TOP

L Punch	Y
R Knee	B
L Knee	X
R Knee	A
Fujiwara Armbar ■	Y+X
Keylock ■	A+B

SIDEMOUNT BOTTOM

L Elbow	Y
R Knee	B
L Knee	X
R Knee	A

TSUYOSHI KOSAKA

HEIGHT:
5'9"

WEIGHT:
225 lbs.

STYLE:
Submission Fighting

NICKNAME:
TK

TEAM AFFILIATION:
The Alliance

STANDING

Short Hook	Y
Hook X2 ■	Y ▶ Y
Combo Hook	Y ▶ B
Hook, Low Kick	Y ▶ B ▶ X
Hook, Low Kick	Y ▶ X
Short Uppercut	B
Uppercut, Straight	B ▶ Y
Short Uppercut, Jab (COMBO 2)	B ▶ B
Low Kick	X
Front Kick ■	A
Feint	Y+A
Back Feint	X+B
Shoot	X+Y
RP Catch to Cross Body Armbar ■	Y+B
LP Catch to Mount Top	Y+B
Hip Toss	A+B
Kick Catch to Mount Top	X+A
Sprawl, Knee	X+A

FRONT STEP

Short Hook	Y
Jab	B
Jab, Uppercut	B ▶ Y
Knee ■	X
Low Kick	A
Flying Armbar ■	B+Y
Takedown	A+B
Shoot	X+Y

BACK STEP

Straight	Y
Straight, R Hook ■	Y ▶ B
Uppercut	B
Step-In Low Kick ■	X
Shin Kick ■	A
Shoot	X+Y or A+B

LEFT STEP

Short Hook	Y
Jab	B
Spinning High Kick	X
Spinning Mid Kick	A
Takedown	A+B
Shoot	X+Y
Flying Armbar ■	Y+B

RIGHT STEP

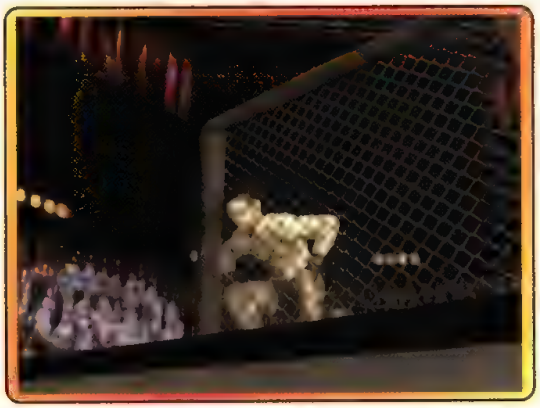
Short Hook	Y
Jab	B
Low Kick	X
Spinning Mid Kick	A
Shoot	X+Y
Takedown	A+B
Flying Armbar ■	Y+B

RIVAL STUN

Triangle Choke ■	A+B
Overhand Blow	Y
Front Naked Choke ■	X+Y

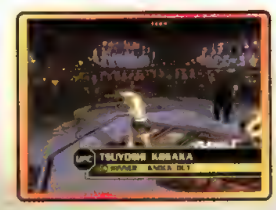
FIGHTING ON YOUR FEET

TK is an innovator of escapes, takedowns, and submissions. His standing strikes are limited with only one combo B ▶ B. Most of his strikes are on the slow side, so they can be caught and countered. Mix the guard breaks and rival stuns into your strikes. The guard breaks give you an opportunity to shoot on your opponent. The rival stuns let you try one of his rival stun submissions; if you don't get a tapout, at least it will take the match to the mat. Use TK's Flying Armbar, which can score you a quick and painful tapout. Tsuyoshi has only standard shoots, so use punch and kick catches to get the fight to the ground. If you can catch a right hand, it turns into a Cross Body Armbar, which will likely catch your opponent off guard.



STAMINA AND LIFE

TK has below average stamina and an average heavy weight chin.



MOUNT TOP

L Punch	Y
L Punch X2 (COMBO 2)	Y ▶ Y
R Punch	B
Feint R Punch	X+B
L Body	X
R Body	A
Punch Catch to Backmount Top	Y+B
Keylock ■	X+Y
Armbar ■	A+B

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
TK Scissors	X+A
Scissors, Necklock ■	B+Y
Achilles Hold ■	A+B
Sweep	X+Y
Punch Catch to Guard Top	Y+B

GUARD TOP

L Punch	Y
Feint R Punch	Y ▶ B
R Punch	B
Feint L Punch	B ▶ Y
L Body	X
Feint R Body	X ▶ A
R Body	A
Feint L Body	A ▶ X
Rolling Heel Hold ■	A+X
Trapping Punch	X+Y or A+B
Right Punch Catch to Mount Top	Y+B
Left Punch Catch to Sidemount Top	Y+B

GUARD BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Kneebar ■	A+B
Sweep	X+Y
Trapping Punch	X+A
LP Catch to Mount Top	Y+B
RP Catch to Upside Down Armbar ■	Y+B

BACKMOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sleeper Choke ■	X+Y
Left Elbow Catch to Inverted Armbar ■	Y+B
Right Elbow Catch to Kneeling Armbar ■	Y+B
Stand	Y+A

TAKE IT TO THE MAT

TK shines on the ground. He has unique submissions and escapes for every ground position. He has a rare escape from the deadly Backmount Bottom position, which gains him Guard Top. Kosaka's punching actually increases on the mat, so don't be afraid to let your punches go from both top and bottom positions. With his wide variety of submissions, camouflage your submission attempts with pauses in your punching or by simply gyrating the control stick to get your opponent off balance.

HOW TO BEAT KOSAKA

You must always be ready to counter a submission from TK. Punish him standing with strings of combos. His recovery is slow, so pound away till he is done.

BACKMOUNT BOTTOM

L Elbow	Y
R Elbow	B
L Elbow	X
R Elbow	A
Sweep	A+B

SIDEMOUNT TOP

L Punch	Y
R Knee	B
L Knee	X
R Knee	A
Keylock ■	A+B
Fujiwara Armbar ■	X+Y

SIDEMOUNT BOTTOM

L Elbow	Y
R Knee	B
L Knee	X
R Knee	A

PEDRO RIZZO

STANDING

Straight	Y
Straight, Uppercut (COMBO 2)	Y ▶ B
Straight, Knee ■	Y ▶ X
Jab	B
Jab, Mid Kick	B ▶ X
Jab X2 (COMBO 2)	B ▶ B
Jab X2, Low Kick (COMBO 2)	B ▶ B ▶ A
Jab X2, Uppercut (COMBO 2)	B ▶ B ▶ Y
Jab, Straight (COMBO 2)	B ▶ Y
L Low Kick	X
Low Kick	A
Low RK, Side Low RK	A ▶ A
Feint	Y+A
Feint, Jab	Y+A ▶ B
Back Feint	X+B
Back Feint, Jab	X+B ▶ B
Shoot	X+Y or A+B
L Punch Catch to Armbar ■	Y+B
R Punch Catch to Mount Top	Y+B
Kick Reversal	X+A
Sprawl, Kimura ■	X+B

FRONT STEP

Short Hook	Y
Body	B
Jab, Kick	B ▶ X
Jab, 1-Leg Takedown	B ▶ A+B
Mid Kick	X
Low Kick	A
Low Low Kick X2 (COMBO 2)	A ▶ A
Catchstrike: Knee	A+B
Shoot	X+Y
Flying Kneebar ■	X+A

BACK STEP

Haymaker Hook ■	Y
Hook, High Kick ■	Y ▶ A
Short Uppercut	B
Low Kick	X
Side Low Kick	A
Shoot	X+Y or A+B

LEFT STEP

Short Hook	Y
Jab	B
Spinning High Kick	X
Spinning Mid Kick	A
Shoot	X+Y
Flying Kneebar ■	X+A

RIGHT STEP

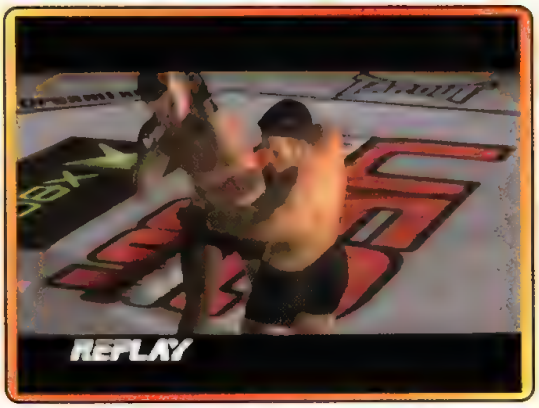
Short Hook	Y
Jab	B
Low Kick	X
Spinning Mid Kick	A
Shoot	X+Y
Flying Kneebar ■	X+A

RIVAL STUN

Mount Can Opener ■	A+B
Catchstrike: Hook	X+Y
R Front Kick	X
Axe Kick	A

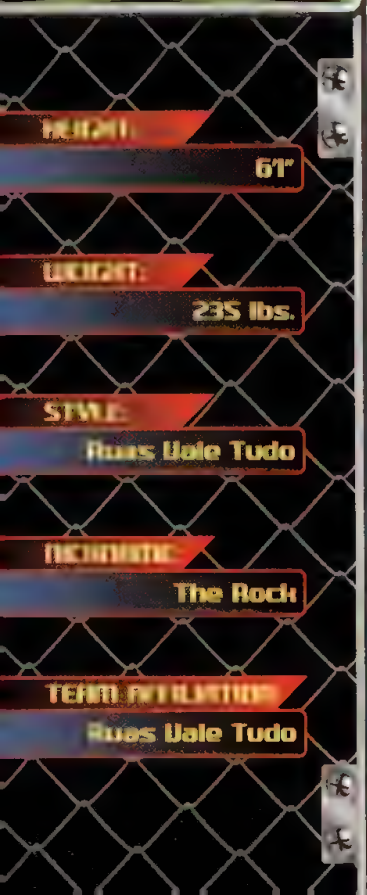
FIGHTING ON YOUR FEET

The Rock is one of the most feared strikers in the world. His resume includes some of the most devastating knockouts in UFC history. Just ask Josh Barnett or watch it on *UFC Tapout 2*'s opening video. Pedro has good punching power with a couple of nice combos on his feet. His real strength is his low kicks. Chop away at your opponent's legs with A ▶ A and try to use combos that finish with a low leg kick. They do excellent damage and are difficult to catch. Rizzo also has a Flying Kneebar from right and left steps, which can be a surprising attack thrown in after a barrage of low leg kicks.



STAMINA AND LIFE

Pedro has great stamina for a heavy weight, so don't be afraid to rain punches and kicks. The amount of damage he can take is average.



MOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Armlock ■	X+Y or A+B
Punch Catch to Backmount Top	Y+B

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Bridge	X+A
Sweep	X+Y
Punch Catch to Guard Top	Y+B

GUARD TOP

L Punch	Y
Feint R Punch	Y I► B
R Punch	B
Feint L Punch	B I► Y
L Body	X
Feint R Body	X I► A
R Body	A
Feint L Body	A I► X
Achilles Hold ■	X+Y
Ankle Lock ■	A+B
Right Punch Catch to Mount Top	Y+B
Left Punch Catch to Sidemount Top	Y+B

GUARD BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	X+Y or A+B
Grappling Straight	X+A
Punch Catch to Mount Top	Y+B

BACKMOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Front Naked Choke ■	X+Y
Stand	Y+A

BACKMOUNT BOTTOM

L Elbow	Y
R Elbow	B
L Elbow	X
R Elbow	A

TAKE IT TO THE MAT

The Rock isn't the worst player on the ground, but he's certainly no Murilo Bustamante. His best position for a variety of attacks is Guard Top, where he can feint with punches and has two leg submissions. While on your back, punch to the body and continuously work to get back to your feet.

HOW TO BEAT RIZZO

Very few fighters can stand and exchange with Rizzo. Your best strategy is to block, counter, and look for an opening to take him to the mat. His punches are long and slow on the ground, so try to catch his punches to gain advantageous positions.

SIDEMOUNT TOP

L Punch	Y
R Knee	B
L Knee	X
R Knee	A
Keylock ■	A+B
Fujiwara Armbar ■	X+Y

SIDEMOUNT BOTTOM

L Elbow	Y
R Knee	B
L Knee	X
R Knee	A

PEDRO RIZZO

HEIGHT: 6'3"

WEIGHT: 255 lbs.

STYLE: Wrestling/Jiu-Jitsu

SIGNATURE: N/A

TEAM ATTACHMENT: Team Punishment

RICCO RODRIGUEZ

STANDING

Straight	Y
Straight, Uppercut (COMBO 2) ■	Y ▶ B
Straight, Low Kick	Y ▶ X
Jab	B
Jab, Straight (COMBO 2)	B ▶ Y
Jab, Straight X2 (COMBO 2)	B ▶ Y ▶ B
Jab, Straight, Knee (COMBO 2) ■	B ▶ Y ▶ X
Jab X2 (COMBO 2)	B ▶ B
Jab X2, Straight (COMBO 3)	B ▶ B ▶ Y
Front Low Kick	X
R Low Kick	A
Low Kick X2	A ▶ A
Front Feint	Y+A
Back Feint	X+B
Shoot	Y+X or B+A
Left Punch Catch to Inverted Armbar ■	Y+B
Right Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A
Sprawl, Armlock ■	X+B

FRONT STEP

Back Knuckle	Y
Jab	B
Jab, Low Kick	B ▶ A
Jab, Low K, High K ■	B ▶ A ▶ A
L Mid Kick	X
Quick Low Kick	A
Grappling Knee	Y+X
Shoot	B+A

BACK STEP

Overhand Straight ■	Y
Overhand Hook, Jab ■	Y ▶ B
Uppercut	B
Torso Spin Kick ■	X
Flying Kneebar ■	X ▶ X+A
Side Low Kick	A
Shoot	Y+X or B+A

LEFT STEP

Back Knuckle	Y
Jab	B
Spinning High Kick	X
Spinning Mid Kick	A
Grappling Knee	Y+X
Shoot	B+A

RIGHT STEP

Back Knuckle	Y
Jab	B
L Low Kick	X
Spinning Mid Kick	A
Grappling Knee	Y+X
Shoot	B+A

RIVAL STUN

L Knee	X
Lifting Slam	Y+X
Mount Necklock ■	B+A

FIGHTING ON YOUR FEET

The most recent former UFC Heavy Weight Champion has a great combination of world-class wrestling with Jiu-Jitsu submission abilities. Ricco has an array of submissions from the standing position. Using Flying Kneebar in combination with the with Torso Spin Kick is a huge weapon. Throw the Torso Spin Kick a few times, then throw the Flying Kneebar. They look exactly alike until it's too late for your opponent. Use Ricco's combination attacks that induce Rival Stuns, then use either Lifting Slam or Mount Necklock. Both attacks are uncommon, making them very effective.

STAMINA AND LIFE

Rodriguez has average recovery powers, but he can take more damage than almost any other fighter.

MOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Keylock ■	Y+X
Armbar ■	B+A
Punch Catch to Backmount Top	Y+B

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	Y+X
Bridge	B+A
Punch Catch to Guard Top	Y+B

GUARD TOP

L Punch	Y
Feint R Punch	Y ▶ B
R Punch	B
Feint L Punch	B ▶ Y
L Body	X
Feint R Body	X ▶ A
R Body	A
Feint L Body	A ▶ X
Anklelock ■	Y+X
Heel Hold ■	B+A
Right Punch Catch to Mount Top	Y+B
Left Punch Catch to Sidemount Top	Y+B

GUARD BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	Y+X
Armbar ■	B+A
Punch Catch to Mount Top	Y+B
Trapping Straight	X+A

BACKMOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sleeper Choke ■	Y+X
Armbar ■	B+A

BACKMOUNT BOTTOM

L Elbow	Y
R Elbow	B
L Elbow	X
R Elbow	A

TAKE IT TO THE MAT

On the ground, Ricco is an average puncher from the top positions and a sub-par puncher from his back. He has a good mix of ground submissions, so keep the other heavy weights off balance by changing your punch patterns and throwing in an occasional submission. Ricco can win on the ground, but it's definitely not the strong part of his game.

HOW TO BEAT RICCO

The good old ground and pound is the preferred method for defeating Rodriguez. With Ricco being so poor on his back, try to gain dominate positions on the mat, either by punch catches or shoots. The most important thing to remember is to be awake for submission attempts, especially when you are both standing.

SIDEMOUNT TOP

L Punch	Y
R Knee	B
L Knee	X
R Knee	A
Keylock ■	A+B
Fujiwara Armbar ■	X+Y

SIDEMOUNT BOTTOM

L Elbow	Y
R Knee	B
L Knee	X
R Knee	A

MARCO RUAS

HEIGHT:
6'1"

WEIGHT:
210 lbs.

STYLE:
Ruas Vale Tudo

BIOGRAPHY:
The King of the Streets

TEAM AFFILIATION:
Ruas Vale Tudo

STANDING

Straight	Y
Straight X2	Y ▶ B
Straight X3	Y ▶ B ▶ Y
Straight X2, Kick	Y ▶ B ▶ A
Straight X3, Kick (COMBO 2)	Y ▶ B ▶ Y ▶ A
Jab, Straight (COMBO 2)	Y ▶ Y
Jab	B
Jab X2 (COMBO 2)	B ▶ B
Jab X2, Hook (COMBO 2)	B ▶ B ▶ Y
Jab X2, Hook X2 (COMBO 2)	B ▶ B ▶ Y ▶ B
Jab, Mid Kick	B ▶ X
L Low Kick	X
R Low Kick	A
R Low Kick, Jab	A ▶ B
RK, Jab, Straight (COMBO 2) ■	A ▶ B ▶ Y
Shoot	X+Y or A+B
Feint	Y+A
Back Feint	X+B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A
Sprawl, Kimura ■	X+B

FRONT STEP

Haymaker Hook	Y
Hook, Uppercut (COMBO 2)	Y ▶ B
Straight	B
Straight, Uppercut ■	B ▶ Y
Mid Kick	X
Side Mid Kick	A
Double Leg Shoot	X+Y
Flying Armbar ■	Y+B
Shoot	A+B

BACK STEP

Straight	Y
Straight	B
Straight, Low Kick (COMBO 2)	B ▶ A
Front Kick	X
High Push Kick ■	A
Shoot	X+Y or A+B

LEFT STEP

Straight	Y
Straight, Uppercut (COMBO 2)	Y ▶ B
Jab	B
Spinning High Kick	X
Spinning Mid Kick	A
Double Leg Shoot	X+Y
Flying Armbar ■	Y+B
Shoot	A+B

RIGHT STEP

Straight	Y
Straight, Uppercut (COMBO 2)	Y ▶ B
Jab	B
Low Kick	X
Spinning Mid Kick	A
Double Leg Shoot	X+Y
Flying Armbar ■	Y+B
Shoot	A+B

RIVAL STUN

Axe Kick	X
Front Kick	A
Front Naked Choke ■	X+Y

FIGHTING ON YOUR FEET

Marco Ruas is the creator of the fighting system Ruas Vale Tudo. The King of the Streets is a well-balanced fighter that can fight standing or rolling on the ground. His low kicks and combo punches make him tough to beat standing. Push your opponent to the fence and unleash the A ▶ B ▶ Y combo; it inflicts good damage and Staggers. Make sure you can execute the Flying Armbar on command when the opening presents itself. You must be careful not to punch yourself out, as his recovery is below average. Marco has a unique maneuver in that he parries left hands. This prevents almost all left-handed strikes from doing damage, but it only works if you're not blocking.

STAMINA AND LIFE

Marco's stamina is sub-par, and he has a below average ability to take a punch.

MOUNT TOP

L Punch	Y
R Punch	B
Punch X2 (COMBO 2)	B ▶ Y
L Body	X
Body X2 (COMBO 2)	X ▶ A
R Body	A
Punch Catch to Backmount Top	Y+B
Armlock ■	X+Y or A+B

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Punch Catch to Guard Top	Y+B
Sweep	X+Y
Scarfhold ■	A+B

GUARD TOP

L Punch	Y
Feint R Punch	Y ▶ B
R Punch	B
Feint L Punch	B ▶ Y
L Body	X
Feint R Body	X ▶ A
R Body	A
Feint L Body	A ▶ X
Right Punch Catch to Mount Top	Y+B
Left Punch Catch to Sidemount Top	Y+B
Catchstrike: Hook	A+B
Achilles Hold ■	X+Y

GUARD BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Catchstrike	X+A
Armbar ■	A+B
Fujiwara Armbar ■	X+Y

BACKMOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Front Naked Choke ■	X+Y
Stand	Y+A

BACKMOUNT BOTTOM

L Elbow	Y
R Elbow	B
L Elbow	X
R Elbow	A

TAKE IT TO THE MAT

The King of the Streets has a very good mix of punches on the ground with combos and feints. Punish your opponent in the Mount Top position using the X ▶ A combo; it inflicts good damage, and the only way your opponent can get you off his chest is by sweeping. He has at his disposal a variety of submissions, including a quick-hitting Achilles hold from Guard Top. Like most other fighters, the bottom position on the ground is an area to avoid.

HOW TO BEAT RUAS

Punish his lower body with kicks. You seem to get more counter hits on Ruas because of his parry of left hands. Break him down, even if it means initiating exchanges with him. He may hit harder, but his chin is not the best.

SIDEMOUNT TOP

L Punch	Y
R Knee	B
L Knee	X
R Knee	A
Keylock ■	A+B
Fujiwara Armbar ■	X+Y

SIDEMOUNT BOTTOM

L Elbow	Y
R Knee	B
L Knee	X
R Knee	A

BAS RUTTEN

HEIGHT: 6'1"

WEIGHT: 220 lbs.

STYLE: Submission Fighting

NICKNAME: El Guapo

TEAM AFFILIATION: N/A

STANDING

Straight	Y
Straight, Hook	Y ▶ B
Jab, Hook, Shoot	Y ▶ B ▶ A+B
Straight X2	Y ▶ Y
Straight, Knee ■	Y ▶ X
Straight, Knee (COMBO 2) ■	Y ▶ X ▶ X
Jab	B
Jab, Straight	B ▶ Y
Jab, Straight X2	B ▶ Y ▶ B
Jab, Straight, Kick	B ▶ Y ▶ X
Jab, Low Kick	B ▶ X
L Mid Kick	X
R Mid Kick	A
Kick, Kick (COMBO 2)	A ▶ A
Kick, Cancel, Kick	A ▶ A
Feint	Y+A
Back Feint	X+B
Shoot	X+Y or A+B
Punch Catch to Mount	Y+B
Kick Catch to Mount	X+A

FRONT STEP

Body Straight ■	Y
Short Hook	B
Hook, Kick (COMBO 2)	B ▶ X
Front Kick ■	X
High R High Kick	A
High RK, Low RK	A ▶ A
Shoot	X+Y
Catchstrike: Knee	A+B

BACK STEP

Straight	Y
Straight X2	Y ▶ B
Straight X3	Y ▶ B ▶ Y
Haymaker Hook ■	B
Front Mid Kick ■	X
Front Shin Kick	A
Shin Kick X2 ■	A ▶ X
Shoot	X+Y or A+B

LEFT STEP

Body Straight ■	Y
Jab	B
Spinning High Kick	X
Sweeping Kick	A
Kick, Scissors	A ▶ X+A
Shoot	X+Y
Catchstrike: Knee	A+B

RIGHT STEP

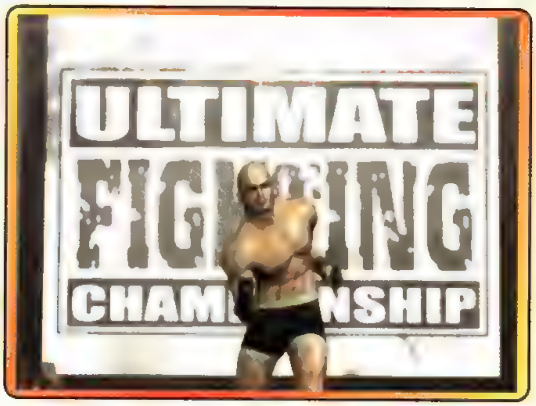
Body Straight ■	Y
Jab	B
Low L Low Kick	X
Spinning Mid Kick	A
Shoot	X+Y
Catchstrike: Knee	A+B

RIVAL STUN

Dash Hook	Y
Hook X2 (COMBO 2)	Y ▶ B
Hook X3 (COMBO 3)	Y ▶ B ▶ Y
Hook Rush (COMBO 4)	Y ▶ B ▶ Y ▶ B
Front Naked Choke ■	X+Y
Fujiwara Armbar ■	A+B

FIGHTING ON YOUR FEET

Don't let the nickname fool you. "Handsome" doesn't come to the ring to roll on the ground; he's there to kick someone's head off. This former UFC Heavy Weight Champion has some of the strongest strikes in the game. Use combos mixing punches and kicks to keep your opponent off balance. The A ▶ A kick combo can be varied depending on how quickly you tap A. Vary this attack to make it more effective. Bas's strikes do strong damage, especially to the stamina of your opponent. Watch your opponent's life bar, and go for the quick knockouts.



STAMINA

El Guapo's stamina is average, but his ability to take damage is the worst in the heavy weight division.

MOUNT TOP

L Punch	Y
Hook	B
Hook X2	B ▶ Y
Hook X3 (COMBO 2)	B ▶ Y ▶ B
L Body	X
R Body	A
Kneebar ■	X+A
Keylock ■	X+Y or A+B

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Punch Catch to Guard Top	Y+B
Scarfhold ■	A+B
Sweep	X+Y

GUARD TOP

L Punch	Y
Feint R Punch	Y ▶ B
R Punch	B
Feint L Punch	B ▶ Y
L Body	X
Feint R Body	X ▶ A
R Body	A
Feint L Body	A ▶ X
Anklelock ■	X+Y
Right Punch Catch to Mount Top	Y+B
Left Punch Catch to Sidemount	Y+B
Trapping Straight	A+B

GUARD BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Trapping Straight	X+A
Sweep	X+Y
Armlock ■	A+B
Punch Catch to Mount Top	Y+B

BACKMOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Front Naked Choke ■	X+Y
Stand	Y+A

BACKMOUNT BOTTOM

L Elbow	Y
R Elbow	B
L Elbow	X
R Elbow	A

SIDEMOUNT TOP

L Punch	Y
R Knee	B
L Knee	X
R Knee	A
Keylock ■	A+B
Fujiwara Armbar ■	X+Y

SIDEMOUNT BOTTOM

L Elbow	Y
R Knee	B
L Knee	X
R Knee	A

TAKE IT TO THE MAT

Rutten's heavy hands definitely stay with him on the ground. The Hook x3 combo from the Mount Top, B ▶ Y ▶ B, ends a fight in a hurry if it lands a couple of times. You can also surprise your opponent and gain a KO from your back with his heavy hands to the body. You must always be aware of your life bar with Bas's weak chin. He can take a KO just as easily as he can give one.

HOW TO BEAT RUTTEN

Use quick combinations to attack Bas; move in and out; and at all costs avoid long exchanges. When Rutten lands several attacks on you, back away and recover your stamina, because you'll have taken a beating. Bas telegraphs a lot of his kicks so they can be caught, which is a huge advantage when he's on the ground.

DAN SEVERN

HEIGHT
6'2"

WEIGHT
250 lbs.

STYLE
Freestyle/
Greco-Roman
Wrestling

NICKNAME
The Beast

TEAM / FRANCHISE
N/A

STANDING

L Slap	Y
R Slap	B
Slap X2	B ▶ Y
2-Hand Slap Combo ■	B ▶ Y ▶ Y+B
Tackle Rush ■	B ▶ Y ▶ Y+B ▶ A+B
Slap X3	B ▶ Y ▶ B
Slap Rush	B ▶ Y ▶ B ▶ Y
L Low Kick	X
R Low Kick	A
Shoot	Y+X or A+B
Feint Low Shoot	Y+X ▶ Y+X
Feint Low Shoot	Y+X ▶ A+B
2-Hand Slap ■	Y+B
Sprawl, German	X+B
Sprawl	X+A

FRONT STEP

L Hook	Y
R Hook	B
Hook, Upper Combo (COMBO 2) ■	B ▶ Y
L Low Kick	X
R Low Kick	A
Shoot	Y+X
Lifting Slam	A+B

BACK STEP

Overhand Punch ■	Y
Backfist ■ ■	Y ▶ Y
R Hook ■	B
L Low Kick	X
R Shin Kick	A
Shoot	Y+X
Lifting Slam	A+B
Dash	X+A
Side Step	spin gamepad
Dash, Shoot	X+A ▶ A+B

LEFT STEP

L Hook	Y
Jab	B
Spinning High Kick	X
Spinning Mid Kick	A
Shoot	Y+X
Lifting Slam	A+B

RIGHT STEP

L Hook	Y
R Haymaker Hook ■	B
Low Kick	X
Spinning Mid Kick	A
Shoot	Y+X
Lifting Slam	A+B

RIVAL STUN

Front Naked Choke ■	X+Y
Fireman's Carry	A+B

FIGHTING ON YOUR FEET

The Beast is the most decorated champion in UFC history. He has won tournaments, superfights, and heavy weight championships. Unfortunately for Dan, the styles of fighting have passed him by. The only goal you have on your feet is to get your opponent on the ground and you on top of him. Use his front step B ▶ Y combo to gain a Rival Stun. If you stun your opponent, use a Fireman's Carry to gain a top position on the ground. Practice his Tackle Rush maneuver. It does decent damage but more importantly gets you Mount Top position. If you get stuck on your feet, Severn's striking ability is weak and will make it difficult to win.

STAMINA AND LIFE

Dan Severn has poor Stamina and an average ability to take damage.

MOUNT TOP

L Punch	Y
L Punch X2 (COMBO 2)	Y ▶ Y
L Punch X3 (COMBO 2)	Y ▶ Y ▶ Y
R Punch	B
R Body	A
L Body	X
Trapping Body Blow	Y+X
Americana ■	A+B

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Punch Catch to Guard Top	Y+B
Sweep	X+Y ▶ A+B

GUARD TOP

L Punch	Y
L Punch X2 (COMBO 2)	Y ▶ Y
L Punch X3 (COMBO 2)	Y ▶ Y ▶ Y
Feint R Punch	Y ▶ B
R Punch	B
R Punch X2	B ▶ B
R Body	A
Feint L Body	A ▶ X
L Body	X
Feint R Body	X ▶ A
Can Opener ■	A+B
Trapping Hook	Y+X
Guard Pass	Y+B

GUARD BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	X+Y,A+B
Trapping Straight	X+A
Punch Catch to Mount Top	Y+B

BACKMOUNT TOP

L Punch	Y
L Punch X2	Y ▶ Y
L Punch X3	Y ▶ Y ▶ Y
R Punch	B
L Body	X
R Body	A
Catchstrike	X+Y
Sleeper Choke ■	A+B
Stand	Y+A

BACKMOUNT BOTTOM

L Elbow	Y
R Elbow	B
L Elbow	X
R Elbow	A

TAKE IT TO THE MAT

When you get him to that mat, it's time to go to work. You must maintain the top positions, the guard or preferably the mount. If you end up on bottom, sweep or try to catch punches to move to a top position. Severn has a decent number of submissions and powerful catchstrikes but to try them often and possibly lose the top position is very risky. The Beast's Y ▶ Y ▶ Y combo is his great equalizer. The opposition must block or catch this attack, or face a quick KO.

HOW TO BEAT SEVERN

Beat Severn up on his feet. Punch and kick him until he's out of gas. To take advantage of his very poor recovering skills, pound on him, then back away to recover your energy and attack again. Most importantly, don't be on the bottom on the ground.

SIDEMOUNT TOP

L Punch	Y
R Knee	B
L Knee	X
R Knee	A
Keylock ■	A+B
Fujiwara Armbar ■	X+Y

SIDEMOUNT BOTTOM

L Elbow	Y
R Knee	B
L Knee	X
R Knee	A

DAN SEVERN

MAURICE SMITH

HEIGHT: 6'2"

WEIGHT: 212 lbs.

STYLE: Kickboxing

NICKNAME: MO

TEAM AFFILIATION: The Alliance

STANDING

Jab	B
Jab X2 (COMBO 2)	B ▶ B
Jab X2, Hook (COMBO 2)	B ▶ B ▶ B
Jab X2, Low Kick (COMBO 3)	B ▶ B ▶ X
Jab X2, Straight (COMBO 3)	B ▶ B ▶ Y
Punch X3, Low Kick (COMBO 4)	B ▶ B ▶ Y ▶ X
High Finish Combo (COMBO 5)	B ▶ B ▶ Y ▶ X ▶ X
Jab, Straight (COMBO 2)	B ▶ Y
Jab, Straight, Kick (COMBO 3)	B ▶ Y ▶ X
Jab, Low Kick	B ▶ X
Straight	Y
Straight X2	Y ▶ Y
Straight, Uppercut (COMBO 2) ■	Y ▶ B
Jab X2, Straight (COMBO 3)	Y ▶ B ▶ Y
Punch X3, High Kick (COMBO 4)	Y ▶ B ▶ Y ▶ X
Low Kick	X
Low Kick, High Kick	X ▶ X
Low Kick	A
Low Kick X2 (COMBO 2)	A ▶ A
Feint	Y+A
Back Feint	X+B
Shoot	X+Y or A+B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A

FRONT STEP

Body ■	Y
Body, Jab (COMBO 2)	Y ▶ B
Short Hook	B
Hook, Uppercut (COMBO 2) ■	B ▶ Y
Knee ■	X
R High Kick ■	A
High Kick X2 (COMBO 2)	A ▶ A
Grappling Hook	X+Y
Grappling Knee	A+B

BACK STEP

Swaying Straight ■	Y
Straight	B
Straight X2 (COMBO 2)	B ▶ Y
L High Kick ■	X
R High Kick ■	A
High Kick X2 (COMBO 2)	A ▶ A
Shoot	X+Y or A+B

LEFT STEP

Feint Straight ■	Y
Fake Straight, Kick (COMBO 2)	Y ▶ X
Feint Jab ■	B
Spinning High Kick	X
Spinning Mid Kick	A
Grappling Hook	X+Y
Grappling Knee	A+B

RIGHT STEP

Feint Straight ■	Y
Feint Jab ■	B
Feint Jab, Kick (COMBO 2)	B ▶ A
Low Kick	X
Spinning Mid Kick	A
Grappling Hook	X+Y
Grappling Knee	A+B

RIVAL STUN

Descending Punch	Y
Uppercut	B
Front Kick	X
Triple Knee Bash	X+Y

FIGHTING ON YOUR FEET

Maurice Smith is an elite kick boxer who took the UFC to a new level with his knockout of Mark Coleman. He brought with him the skill of avoiding takedowns and punishing your opponent with strikes on your feet. This is exactly what you must do in *Tapout 2*. Avoid the takedowns and keep the fight standing, because MO is lethal with both his punching and kicking. Look through his standing moves chart, and you'll find a ton of combos. If you don't like changing buttons, hit any attack button twice and you'll get a combo or a hard-hitting attack. Practice his High Finish combo; it can be the finish of any opponent not ready for it. If that's not enough, Smith can Rival Stun his opponent with a multitude of attacks. Strategy for Maurice: Stay on your feet and win.

STAMINA AND LIFE

Smith has average recovering skills for a heavy weight and an above average life bar.

MOUNT TOP

L Punch	Y
R Punch	B
Feint Punch	X+B
L Body	X
R Body	A
Hammer Lock ■	X+Y
Armlock ■	A+B

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
TK Scissors	X+A
Sweep	X+Y or A+B
Punch Catch to Guard Top	Y+B

GUARD TOP

L Punch	Y
Feint R Punch	Y ▶ B
R Punch	B
Feint L Punch	B ▶ Y
L Body	X
Feint R Body	X ▶ A
R Body	A
Feint L Body	A ▶ X
Catchstrike: Hook	X+Y or A+B
Right Punch Catch to Mount Top	Y+B
Left Punch Catch to Sidemount	Y+B

GUARD BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Stalling Hold	X+Y
Chicken Wing ■	A+B
Trapping Straight	X+A
Punch Catch to Mount Top	Y+B

BACKMOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sleeper Choke ■	X+Y
Stand	Y+A

BACKMOUNT BOTTOM

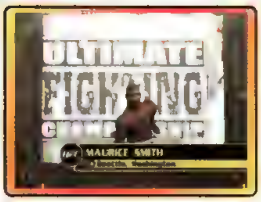
L Elbow	Y
R Elbow	B
L Elbow	X
R Elbow	A

TAKE IT TO THE MAT

You would think with his strengths standing that MO would struggle on the mat, but that isn't the case. He can punch on the ground with the best of them. Smith has several types of submissions and catch-strikes on the ground, but with his punching ability, risking a good position by attempting a submission is silly. If you find yourself on the ground, work to get back to your feet. If you can't, use the Stalling Hold in the Guard Bottom position to kill time on the clock.

HOW TO BEAT SMITH

Get the match to the ground. His punches and kicks are long and can be caught. Remember that Smith doesn't catch punches all that well. Once he's on the ground, don't let him up; just pound away.



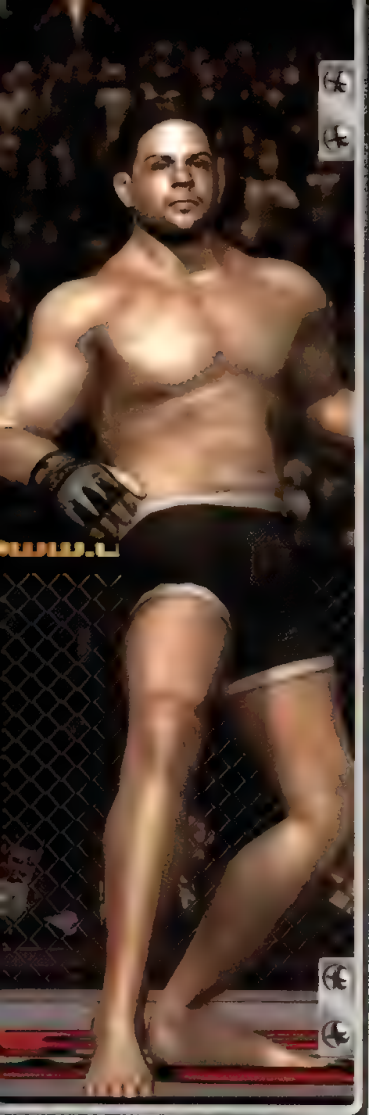
SIDEMOUNT TOP

L Punch	Y
R Knee	B
L Knee	X
R Knee	A
Keylock ■	A+B
Fujiwara Armbar ■	X+Y

SIDEMOUNT BOTTOM

L Elbow	Y
R Knee	B
L Knee	X
R Knee	A

PETE WILLIAMS



HEIGHT: 6'3"

WEIGHT: 235 lbs.

STYLE: Submission Fighting

HOMETOWN: El Duro

TEAM AFFILIATION: Lion's Den

STANDING

Straight	Y
Straight, Uppercut ■	Y ▶ B
Straight, Shin Kick	Y ▶ A
Jab	B
Jab X2 (COMBO 2)	B ▶ B
Jab X2, Straight	B ▶ B ▶ Y
Jab X2, High Kick	B ▶ B ▶ X
Jab, Low Kick	B ▶ A
Jab, High Kick	B ▶ X
Jab, Straight	B ▶ Y
Jab X2, Straight	B ▶ Y ▶ B
Jab X3, High Kick	B ▶ Y ▶ B ▶ X
Jab, Straight, Kick ■	B ▶ Y ▶ B ▶ A
Jab, Straight, Kick	B ▶ Y ▶ X
Low Kick	X
Low Kick, High Kick	X ▶ A
R High Kick ■	A
Feint	Y+A
Back Feint	X+B
Shoot	X+Y
Lifting Slam	A+B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A

FRONT STEP

Upper Blow ■ ■	Y
Short Uppercut	B
Uppercut, High Kick	B ▶ X
Uppercut, Straight	B ▶ Y
L Mid Kick	X
R Mid Kick	A
Shoot	X+Y or A+B
LK Catch to Kneebar ■	X+A
RK Low Kick Catch to Mount Top	X+A

BACK STEP

Body Straight	Y
Straight, Uppercut ■	Y ▶ B
Straight, Low Kick	Y ▶ X
Short Uppercut	B
High Kick	X
High Kick X2	X ▶ X
Front Kick	A
Shoot	X+Y or A+B

LEFT STEP

Upper Blow ■ ■	Y
Jab	B
Spinning High Kick	X
Spinning Mid Kick	A
Shoot	X+Y or A+B
LK Catch to Kneebar	X+A
RK Low Kick Catch to Mount Top	X+A

RIGHT STEP

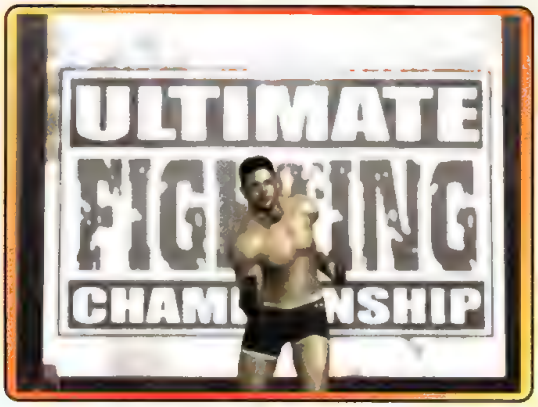
Upper Blow ■	Y
Jab	B
Low Kick	X
Spinning Mid Kick	A
Shoot	X+Y or A+B
LK Catch to Kneebar	X+A
RK Low Kick Catch to Mount Top	X+A

RIVAL STUN

Front Naked Choke	X+Y

FIGHTING ON YOUR FEET

Pete Williams scored the greatest upset in UFC history with a thunderous right foot to Mark Coleman's face. El Duro is a very balanced fighter who only lacks in the combo department. He has good kicking power, a quick right hand that sets up other strikes, and a strong left hand. Pete's higher damage strikes come from his step moves. These maneuvers are a little slower, but if they connect, they'll get your opponent's attention. His shoots are standard, but that's not a big deal since he does just fine standing. Williams does have a unique Low Left Kick Catch to a Kneebar submission. This move is difficult but very effective if you can pull it off.



STAMINA AND LIFE

Stamina is Williams' weakness. On the other hand, his ability to take damage is the best in the game.

MOUNT TOP

L Punch	Y
R Punch	B
Jab, Straight	B ▶ Y
L Body	X
R Body	A
Kneebar	X+Y
Armbar	A+B
Punch Catch to Backmount Top	Y+B

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	X+Y
Achilles Hold ■	A+B
Punch Catch to Guard Top	Y+B

GUARD TOP

L Punch	Y
Feint R Punch	Y ▶ B
R Punch	B
Feint L Punch	B ▶ Y
L Body	X
Feint R Body	X ▶ A
R Body	A
Feint L Body	A ▶ X
Anklelock ■	X+Y
Catchstrike: Hook	A+B
Right Punch Catch to Mount Top	Y+B
Left Punch Catch to Sidemount	Y+B

GUARD BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Grappling Straight	X+A
Achilles Hold ■	X+Y
Chicken Wing ■	A+B
RP Catch to Upsidedown Armbar ■	Y+B
LP Catch to Mount Top	Y+B

BACKMOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Cross Body Armbar ■	A+B
Front Naked Choke ■	X+Y
Stand	Y+A

BACKMOUNT BOTTOM

L Elbow	Y
R Elbow	B
L Elbow	X
R Elbow	A

TAKE IT TO THE MAT

El Duro has good punching power on the ground and has a hard hitting B ▶ Y attack from Mount Top. Utilize his feints from the Guard Top to keep opponents off your timing. Pete has a good list of submissions. It seems to take a long time for him to execute them, which gives his opponent time to react and counter. He's not the best punch catcher in the game, but if you catch a right hand punch in Guard Bottom, you'll reverse it to a surprising armbar.

HOW TO BEAT WILLIAMS

Williams attacks are a little on the slow side. Use counter punches and quick strikes to wear his stamina down. Watch the life bars, attack, recover, and attack again. Eventually, you'll wear him down.

SIDEMOUNT TOP

L Punch	Y
R Knee	B
L Knee	X
R Knee	A
Keylock ■	A+B
Fujiwara Armbar ■	X+Y

SIDEMOUNT BOTTOM

L Elbow	Y
R Knee	B
L Knee	X
R Knee	A

VITOR BELFORT

HEIGHT: 6'0"

WEIGHT: 205 lbs.

STYLE: Jiu-Jitsu

NICKNAME: The Phenom

YEAR OF FOUNDATION: N/A

STANDING

Straight	Y
Straight Smash (COMBO 2)	Y ▸ Y
L Sway Combo (COMBO 2) ■	Y ▸ Y ▸ Y
R Sway Combo (COMBO 2) ■	Y ▸ Y ▸ B
Straight, Uppercut (COMBO 2) ■	Y ▸ B
Straight, Upper X2 (COMBO 3) ■	Y ▸ B ▸ B
Straight, Low Kick (COMBO 2)	Y ▸ X
Jab	B
Jab, Straight (COMBO 2)	B ▸ Y
Blow X3(COMBO 3)	B ▸ Y ▸ B
Straight Combo (COMBO 3)	B ▸ Y ▸ B ▸ Y
Straight X3, Fake	B ▸ Y ▸ B ▸ Y ▸ Y+A
Combo Feint, Upper (COMBO 3) ■	B ▸ Y ▸ B ▸ Y ▸ Y+A ▸ B
Combo Feint, Cross Body Armbar ■	B ▸ Y ▸ B ▸ Y ▸ Y+A ▸ X+Y
Jab X2 (COMBO 2)	B ▸ B
Jab X2, Smash (COMBO 2)	B ▸ B ▸ Y
Blow X4 Combo (COMBO 2)	B ▸ B ▸ Y ▸ B
Combo X5 Combo (COMBO 3)	B ▸ B ▸ Y ▸ B ▸ Y
Jab, Low Kick (COMBO 2)	B ▸ X
Low Kick	X
Front Mid Kick ■	A
Front Feint	Y+A
Feint Uppercut	Y+A ▸ B
Feint to Cross Body Armbar	Y+A ▸ X+Y
Back Feint	X+B
Shoot	X+Y
Low Tackle	X+Y ▸ X+Y
Shoot	A+B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A
Sprawl, Knee	X+A

FRONT STEP

Hook	Y
Hook X2 (COMBO 2)	Y ▸ B
Hook, P Catch to Mount Top	Y ▸ B ▸ Y+B
Hook, Low K Catch to Mount Top	Y ▸ B ▸ X+A
Hook X3 (COMBO 2) ■	Y ▸ B ▸ Y
Hook RUSH (COMBO 2) ■	Y ▸ B ▸ Y ▸ B
Jab	B
Jab, Uppercut	B ▸ Y
Jab X2, Uppercut (COMBO 2) ■	B ▸ Y ▸ B
Low Kick	X
Low Kick, Mid Kick	X ▸ X
Mid Kick	A
Shoot	X+Y or A+B
Trapping High Hook	Y+B
Low Kick Catch to Mount	X+A

BACK STEP

Back Sway, Straight	Y
Sway, Straight, Hook ■	Y ▸ B
Back Sway, Body	B
Back Sway, Body X2 (COMBO 2) ■	B ▸ Y
Low Kick	X
R Low Kick	A
Shoot	X+Y or A+B

LEFT STEP

L Sway, Body ■	Y
Sway, Fake, Straight ■	Y ▸ B
Sway, Fake, Shoot	Y ▸ X+Y
L Sway, Straight ■	B
Spinning High Kick	X
Spinning Mid Kick	A
Shoot	X+Y
Shoot	A+B
Trapping High Hook	Y+B
Low Kick Catch to Mount Top	X+A

RIGHT STEP

R Sway, Body ■	Y
R Sway, Straight ■	B
Sway, Fake, Body ■	B ▸ Y
Sway, Fake, Shoot	B ▸ A+B
Low Kick	X
Spinning Mid Kick	A
Shoot	X+Y or A+B
Trapping High Hook	Y+B
Low Kick Catch to Mount Top	X+A

RIVAL STUN

Power Straight	Y
Rush, Straight (COMBO 2)	Y ▸ B
Rush, Straight (COMBO 3)	Y ▸ B ▸ Y
Rush (COMBO 3)	Y ▸ B ▸ Y ▸ B
Front Naked Choke ■	X+Y
Triangle Choke ■	A+B

FIGHTING ON YOUR FEET

Vitor Belfort got his name The Phenom during his explosion onto the tournament scene in UFC 12 because of his quick hands. Vitor has some of the fastest punches in the UFC. His game is best on his feet where he has more than 16 different combos to use. An opponent is hard pressed to stand long against such a formidable foe. Just ask Vanderlie Silva and Tank Abbot. Straight, Low Kick is a nice easy combo that hurts. Some of his unique and very effective moves are the Combo Feint ▸ Upper and even trickier Combo Feint ▸ Cross Body Armbar. His opponent's timing is thrown off and they usually don't know what hit them until it's too late. Try to use all of the 3X combos and feint shots.

MOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Feint R Punch	X+A
Punch Catch to Backmount Top	Y+B
Triangle Armbar ■	X+Y
Cross Body Armbar ■	A+B

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	X+Y
Achilles Hold ■	A+B
Punch Catch to Guard Top	Y+B

GUARD TOP

L Punch	Y
Feint R Punch	Y ▶ B
R Punch	B
Feint L Punch	B ▶ Y
L Body	X
Feint R Body	X ▶ A
R Body	A
Feint L Body	A ▶ X
Heel Hold	X+Y
Catchstrike: Hook	A+B
Left Punch Catch to Sidemount Top	Y+B
Right Punch Catch to Mount Top	Y+B

GUARD BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	X+Y
Front Naked Choke ■	A+B
Punch Catch to Mount Top	Y+B

BACKMOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sleeper Choke ■	X+Y
Cross Body Armbar ■	A+B
Left Punch Catch to Inverted Armbar	Y+B
Right Punch Catch to Kneeling Armbar	Y+B
Stand	Y+A

BACKMOUNT BOTTOM

L Elbow	Y
R Elbow	B
L Elbow	X
R Elbow	A

STAMINA AND LIFE

Vitor has great stamina and can run several of his combos in a row without punching himself out. His Life is average and he can take most punches fairly well.

TAKE IT TO THE MAT

The Phenom isn't finished when he gets to the mat. He possesses several submissions from almost all the positions. Furthermore, his Feint punches are always good at offsetting the opposition's timing and getting a nice counter through his defenses. Don't be afraid to throw a few punches and attempt a submission. If Vitor is countered or rolled, try an Achilles Hold from Mount Bottom or one of his three submissions from Guard Bottom.

HOW TO BEAT BELFORT

Vitor is a powerful, all-around fighter. Unless they're weak on the ground, opponents should try to take Vitor to the mat and work on him there. His punches on the mat are only average. However, he possesses many fast and misleading submissions. Punch him out fast if the opportunity presents itself.

SIDEMOUNT TOP

L Punch	Y
R Knee	B
L Knee	X
R Knee	A
Keylock ■	A+B
Fujiwara Armbar ■	X+Y

SIDEMOUNT BOTTOM

L Elbow	Y
R Knee	B
L Knee	X
R Knee	A

JEREMY HORN

HEIGHT: 6'1"

WEIGHT: 199 lbs.

STYLE: Miletich Fighting Systems

RECORD: N/A

TEAM AFFILIATION: Miletich Martial Arts

STANDING

Hook	Y
Hook, Backfist ■	Y ▶ B
Jab	B
Jab, Knee ■	B ▶ X
Jab, Straight	B ▶ Y
Jab X2 (COMBO 2)	B ▶ B
Jab X2, Low Kick (COMBO 2)	B ▶ B ▶ X
Low Kick	X
Front Kick ■	A
Front Kick, Stomp (COMBO 2)	A ▶ A
Feint	Y+A
Back Feint	X+B
Shoot	X+Y or A+B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A

FRONT STEP

Submarine Uppercut ■	Y
Body Straight	B
Straight, Hook	B ▶ Y
Body X2, Hook ■	B ▶ Y ▶ A
Dash Knee ■	X
Inside Low Kick	A
Low Kick, Hook (COMBO 2)	A ▶ Y
Low Kick, Hook X2 (COMBO 3)	A ▶ Y ▶ B
Low Kick, Hook X3 (COMBO 3)	A ▶ Y ▶ B ▶ Y
Catchstrike: Knee	A+B
Shoot	X+Y
Flying Kneebar ■	B+X
LK Catch to Kneebar ■	X+A
Low RK Catch to Mount Top	X+A

BACK STEP

Straight Shot	Y
Double Straight	Y ▶ B
Triple Straight	Y ▶ B ▶ Y
Short Uppercut	B
Uppercut, Straight	B ▶ Y
Jab X2, Hook	B ▶ Y ▶ B
Front Kick ■	X
Feint Side Low LK	A
Feint, Shoot	A ▶ A+B
Shoot	X+Y or A+B

LEFT STEP

Submarine Uppercut ■	Y
Jab	B
Spinning High Kick	X
Spinning Mid Kick	A
Shoot	X+Y
Catchstrike: Knee	A+B
Flying Kneebar ■	B+X
Low LK Catch to Kneebar ■	X+A
Low RK to Mount Top	X+A

RIGHT STEP

Submarine Uppercut ■	Y
Jab	B
Low Kick	X
Spinning Mid Kick	A
Catchstrike: Knee	A+B
Shoot	X+Y
Flying Kneebar ■	B+X
LK Reverse to Kneebar ■	X+A
Low RK to Mount Top	X+A

RIVAL STUN

Descending LP	Y
Descending RP	B
Knee	X
Triangle Choke ■	A+B
Front Naked Choke ■	X+Y

FIGHTING ON YOUR FEET

Jeremy Horn is considered one of the most well-rounded fighters in the world, and that has been carried over to *UFC Tapout 2*. Horn has many quick-hitting combos that do decent damage. Another strength is his variety of strikes, from spinning backfists to jab knee combos. When you're ready to strike with some harder shots, use his step combos. He has a solid list to pick from. Definitely practice the Front Step A ▶ Y ▶ B ▶ Y combo. If that's not enough offense, try Flying Kneebar with B+X (white button) for a quick submission. If that isn't enough variety for you, he also has the low kick catches, which turn into a Kneebar with a low left kick catch.

MOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Armlock ■	X+Y
Armbar ■	A+B
Punch Catch to Backmount Top	Y+B

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	X+Y
Scarfhold ■	A+B
Punch Catch To Guard Top	Y+B

GUARD TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Achilles Hold ■	X+Y
Catchstrike: Hook	A+B
Left Punch Catch to Sidemount Top	Y+B
Right Punch Catch to Mount Top	Y+B

GUARD BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Grappling Straight	X+A
Chicken Wing Lock ■	X+Y
Triangle Choke ■	A+B
Punch Catch to Mount Top	Y+B

BACKMOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Front Naked Choke ■	X+Y
Stand	Y+A

BACKMOUNT BOTTOM

L Elbow	Y
R Elbow	B
L Elbow	X
R Elbow	A
Sweep	A+B

STAMINA

Horn has slightly above average recovering stamina and a rock-solid chin that makes him the complete package.

TAKE IT TO THE MAT

Jeremy is an average puncher on the ground, and he has no combos or real feint strikes to speak of. His submissions on the other hand are fast and dangerous. He has at least two different submissions from every position, except for Backmount Bottom; he only has the rare sweep from that position. He has good punch catching skills to go along with the rest of his abilities.

HOW TO BEAT HORN

Your best chance to beat Jeremy Horn is to rough him up with big strikes. Push him into the cage and let the bombs go. If you can take him to the mat, ground and pound, but don't get careless. You must always be awake for one of his submissions.

SIDEMOUNT TOP

L Punch	Y
R Knee	B
L Knee	X
R Knee	A
Fujiwara Armbar ■	X+Y
Keylock ■	A+B

SIDEMOUNT BOTTOM

L Elbow	Y
R Knee	B
L Knee	X
R Knee	A

HEIGHT: 6'2"

WEIGHT: 204 lbs.

STYLE: Kickboxing

NICKNAME: The Iceman

TEAM AFFILIATION: The Pit Fight Team

CHUCK LIDDELL

STANDING

Straight	Y
Straight X2	Y ▶ B
Straight, Mid Kick	Y ▶ X
High Kick Combo ■	Y ▶ B ▶ X
Jab	B
Jab X2	B ▶ B
Jab X2, Straight	B ▶ B ▶ Y
Jab X2, Spin Kick ■	B ▶ B ▶ X
Jab, Straight	B ▶ Y
Punch X2, Kick ■	B ▶ Y ▶ A
L Hard High Kick ■	X
R Mid Kick	A
Kick, Shoot	A ▶ X+Y
Combination [■ on B]	A ▶ Y ▶ B ▶ A
Shoot	X+Y or A+B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A
Sprawl, Knee	X+A

FRONT STEP

Body ■	Y
Body Straight	Y ▶ B
Upper Elbow ■	B
Low Kick	X
Low Kick	A
Low Kick, High Kick	A ▶ A
Shoot	X+Y
Plum Clinch	A+B

BACK STEP

Straight	Y
R Hook	B
R Hook, Knee ■	B ▶ X
Knee ■	X
R Low Kick	A
Shoot	X+Y or A+B

LEFT STEP

Swaying L Uppercut ■	Y
Uppercut, Jab	Y ▶ B
Swaying R Jab	B
Spinning High Kick ■	X
Spinning Mid Kick	A
Shoot	X+Y
Grappling Knee	A+B

RIGHT STEP

Uppercut ■	Y
Uppercut, Jab	Y ▶ B
Swaying R Uppercut ■	B
Low Kick	X
Spinning Mid Kick	A
Shoot	X+Y
Grappling Knee	A+B

RIVAL STUN

Descending L Punch	Y
Uppercut	B
Front Naked Choke ■	X+Y

FIGHTING ON YOUR FEET

The Iceman has fought and beaten the best in the world, and only Tito Ortiz stands in his way of becoming the best light heavy weight. The first thing to learn is how to defend against takedowns, because nobody in the game can stay with Chuck on his feet. His range and ability to inflict Rival Stun with a variety of punches and kicks makes him difficult to beat. Throw lots of combinations, finish them with the Plum Clinch or Grappling Knee, and it's lights out for your opponents.

STAMINA AND LIFE

Liddell's ability to recover his energy is average, but his chin is second to none.

MOUNT TOP

L Punch	Y
L Punch X2	Y ▶ Y
R Punch	B
R Body	A
L Body	X
Armbar ■	X+Y
Armlock ■	A+B

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	X+Y
Fujiwara Armbar ■	A+B
Punch Catch to Guard Top	Y+B

GUARD TOP

L Punch	Y
Feint R Punch	Y ▶ B
R Punch	B
R Body	A
Feint L Body	A ▶ X
L Body	X
Feint R Body	X ▶ A
Catchstrike: Hook	X+Y or A+B
Left punch Catch to Sidemount Top	Y+B
Right punch Catch to Mount Top	Y+B

GUARD BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	X+Y
Achilles Hold ■	A+B
Grappling Straight	X+A
Punch Catch to Mount Top	Y+B

BACKMOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sleeper Choke ■	X+Y
Stand	Y+A

BACKMOUNT BOTTOM

L Elbow	Y
R Elbow	B
L Elbow	X
R Elbow	A

TAKE IT TO THE MAT

As strong as the Iceman is on his feet, you would think his ground game would be limited. Unfortunately for his opponents, this is not the case. He has a variety of submissions, most of them armlocks, with a surprising and effective Achilles hold thrown in.

HOW TO BEAT LIDDELL

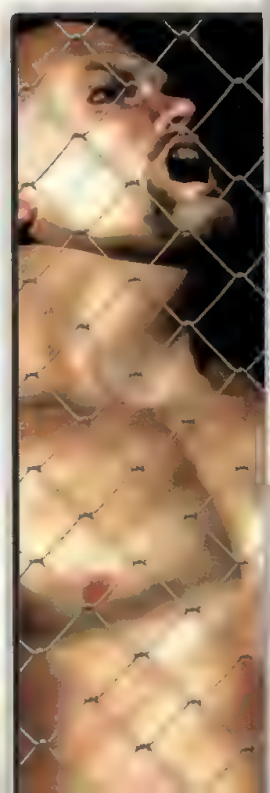
Be patient on your feet; try to counter after blocking his attacks; or catch one of his comparatively slow kicks and try like crazy to take the match to the mat.

SIDEMOUNT TOP

L Punch	Y
R Knee	B
L Knee	X
R Knee	A
Fujiwara Armbar ■	X+Y
Keylock ■	A+B

SIDEMOUNT BOTTOM

L Elbow	Y
R Knee	B
L Knee	X
R Knee	A



TITO ORTIZ

HEIGHT: 6'2"

WEIGHT: 204 lbs.

STYLE: Submission Fighting

NICKNAME: Huntington Beach Bad Boy

TEAM AFFILIATION: Team Punishment

STANDING

Straight	Y
Straight, Uppercut ■	Y ▶ Y
Straight X2 (COMBO 2)	Y ▶ B
Jab, Straight, Kick (COMBO 2)	Y ▶ B ▶ A
Double Combo, Knee (COMBO 2) ■	Y ▶ B ▶ A ▶ X
Jab	B
Jab X2 (COMBO 2)	B ▶ B
Jab X2, Straight (COMBO 2)	B ▶ B ▶ Y
Punch X3, Body (COMBO 2)	B ▶ B ▶ Y ▶ Y
Punch X3, Hook (COMBO 2)	B ▶ B ▶ Y ▶ B
Jab, Straight (COMBO 2)	B ▶ Y
Jab, Straight, Upper (COMBO 2)	B ▶ Y ▶ B
Blow X3, Hook (COMBO 2)	B ▶ Y ▶ B ▶ Y
Jab, Straight, Kick (COMBO 2)	B ▶ Y ▶ X
L Low Kick	X
R Low Kick	A
Shoot	X+Y or A+B
Right Punch Catch to Catchstrike: Hook	Y+B
Left Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A

FRONT STEP

Uppercut	Y
Feint Uppercut ■	Y ▶ Y
Uppercut, Backfist ■	Y ▶ Y+B
Body Straight	B
Straight, Mid Kick	B ▶ X
High Kick	X
Side Low Kick	A
Double Leg Shoot	X+Y or A+B
Low Kick Catch to Mount Top	X+A

BACK STEP

Body Straight	Y
Uppercut ■	B
L Front Kick	X
R Front Kick	A
Shoot	X+Y or A+B

LEFT STEP

Spinning Elbow ■	Y
Backfist	B
Knee	X
Low Kick	A
Double Leg Shoot	X+Y or A+B
Low Kick Catch to Mount Top	X+A

RIGHT STEP

Body Straight	Y
Hook	B
Spinning High Kick ■	X
Mid Kick	A
Double Leg Shoot	X+Y or A+B
Low Kick Catch to Mount Top	X+A

RIVAL STUN

Hard Straight	Y
Gatling Rush	Y ▶ B ▶ Y ▶ B
Front Naked Choke ■	X+Y

FIGHTING ON YOUR FEET

Tito Ortiz has truly earned the nickname Huntington Beach Bad Boy. By battling it out and defeating some of the biggest names in UFC, he's developed his character into one mean fighter. His explosive power is complimented by a multitude of combos and big hits from the ground. For his standup, Tito uses many high combo hits that are very effective in punishing his opponent. Tito is best from his feet using the Punch X3 combo, Body, or Hook 4X combos. These are really hard and fast, preventing a fighter from doing little more than covering up and hoping it ends soon. First master the combo punches and hard hitting step kicks. Next, work on an easy Rival Stun, such as the Feint Upper Cut. Finally, finish your opponent with one of the deadliest Rival Stun finishes in the game, the Gattling Rush.

STAMINA AND LIFE

Tito has good Stamina in the octagon and has no need to worry about punching himself out. Tito has an average chin and shouldn't carelessly throw fists without occasionally blocking.

MOUNT TOP

L Punch	Y
L Punch X2 (COMBO 2)	Y ▶ Y
L Punch X3 (COMBO 2)	Y ▶ Y ▶ Y
R Punch	B
R Punch X2	B ▶ B
Kneebar ■	X+Y
Catchstrike: Hook	A+B
Punch Catch to Backmount Top	Y+B

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Punch Catch to Guard Top	Y+B
Sweep	X+Y
Fujiwara Armbar ■	A+B

GUARD TOP

L Punch	Y
L Punch X2 (COMBO 2)	Y ▶ Y
L Punch X3 (COMBO 2)	Y ▶ Y ▶ Y
R Punch	B
R Punch X2	B ▶ B
L Body	X
Feint R Body	X ▶ A
R Body	A
Feint L Body	A ▶ X
Catchstrike: Hook	X+Y
Can Opener ■	A+B
Right Punch Catch to Mount Top	Y+B
Left Punch Catch to Sidemount Top	Y+B

GUARD BOTTOM

L Punch	Y
L Punch X2	Y ▶ Y
Jab, Straight	Y ▶ B
R Punch	B
R Punch X2	B ▶ B
Jab, Straight	B ▶ Y
L Body	X
R Body	A
Trapping Uppercut	X+A
Sweep	X+Y or A+B
Punch Catch to Mount Top	Y+B

SIDEMOUNT TOP

L Punch	Y
R Knee	B
L Knee	X
R Knee	A
Fujiwara Armbar ■	Y+X
Keylock ■	A+B

SIDEMOUNT BOTTOM

L Elbow	Y
R Knee	B
L Knee	X
R Knee	A

TAKE IT TO THE MAT

The Huntington Beach Bad Boy is almost as potent on the mat as on his feet. From Mount Top, he can pound an opponent with his Left Punch X3 combos or submit them. On the mat, he has no truly weak position and is comfortable anywhere. Use those feints from Guard Top to fool an opponent and work for a submission from anywhere. Tito hits hard and convincingly. The mat is a place where the Huntington Beach Bad Boy leaves his victims battered, bloodied, and KOd.

HOW TO BEAT ORTIZ

To beat Ortiz requires a very good fighter, preferably a Muay Thai fighter or Kickboxer. Although Tito possess fast hands, his punches are not extraordinarily hard, and a fighter with a good chin and prudent fighting skills can knock him out. Be cautious from the mat, because Tito can hit hard from every position. Look to block the first few hits of a combo then catch the final, reversing him to a more comfortable and dominant position.

BACKMOUNT TOP

Hook	Y
Double Rush	Y ▶ Y
Triple Rush	Y ▶ Y ▶ Y
Double Rush, Hook	Y ▶ Y ▶ B
Hook X2	Y ▶ B
Hook X3	Y ▶ B ▶ Y
Elbow	B
Elbow X2	B ▶ B
Elbow X3	B ▶ B ▶ B
Elbow X2, Punch	B ▶ B ▶ Y
Elbow X2, Punch X2	B ▶ B ▶ Y ▶ B
Elbow X3, Punch	B ▶ B ▶ Y ▶ Y
Elbow, Backfist	B ▶ Y
Backfist, Elbow	B ▶ Y ▶ Y
Elbow, Punch X2	B ▶ Y ▶ B
Elbow, Punch X3	B ▶ Y ▶ B ▶ B
L Body	X
R Body	A
Rear Naked Choke ■	X+Y
Stand	Y+A

BACKMOUNT BOTTOM

L Elbow	Y
R Elbow	B
L Elbow	X
R Elbow	A

KEVIN RANDLEMAN

HEIGHT: 5'10"

WEIGHT: 204 lbs.

STYLE: Freestyle Wrestling

NICKNAME: The Monster

TEAM AFFILIATION: Hammer House

STANDING

Straight	Y
Straight, High Kick	Y ▶ X
Jab, Upper, Straight	Y ▶ B ▶ Y
Straight, Uppercut	Y ▶ B
Jab	B
Jab, High Kick	B ▶ X
Jab X2	B ▶ B
Jab X2, Low Kick	B ▶ B ▶ X
Jab X2, Kick	B ▶ B ▶ A
Jab, Straight	B ▶ Y
Jab, Straight, Kick	B ▶ Y ▶ A
L Low Kick	X
Low Kick, High Kick	X ▶ A
R Low Kick	A
Shoot	X+Y or A+B
Feint	Y+A
Back Feint	X+B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A

FRONT STEP

L Hook	Y
Hook X2	Y ▶ B
L Hook, Mid Kick	Y ▶ X
Body	B
Body, Low Kick (COMBO 2)	B ▶ X
Body, Front Kick (COMBO 2)	B ▶ A
L Mid Kick	X
R Side Kick	A
Catchstrike: Hook	X+Y
Single Leg Shoot	A+B

BACK STEP

Straight	Y
Straight, Hook	Y ▶ B
Uppercut	B
Low Kick	X
Side Low Kick	A
Shoot	X+Y or A+B

LEFT STEP

L Hook	Y
Hook X2	Y ▶ B
L Hook, Mid Kick	Y ▶ X
Jab	B
Spinning High Kick	X
Spinning Mid Kick	A
Catchstrike: Hook	X+Y
Single Leg Shoot	A+B

RIGHT STEP

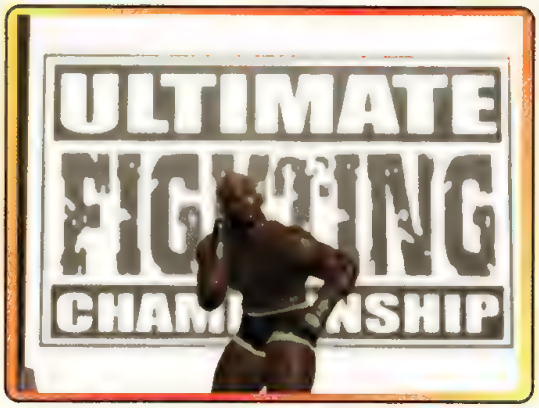
L Hook	Y
Hook X2	Y ▶ B
L Hook, Mid Kick (COMBO 2)	Y ▶ X
Jab	B
Low Kick	X
Spinning Mid Kick	A
Catchstrike: Hook	X+Y
Single Leg Shoot	A+B

RIVAL STUN

Spear	X+A
Front Naked Choke	X+Y

FIGHTING ON YOUR FEET

The Monster Kevin Randleman has some of the strongest legs of any UFC fighter. A popular prefight ritual of his is to jump straight up in the air with his feet almost to the top of the octagon, resembling a frog hopping. These legs aren't all looks either; Kevin produces some very hard kicks. His hands lack any real power, and you should avoid any close fighting. On his feet, you should keep your distance and set up shots with menacing front kicks. Try to work in his whole repertoire of kicks, including the steps moves. If it looks like you're being outclassed on your feet, use his Single Leg Shoot to take the fight to the ground.



STAMINA AND LIFE

Kevin has one of the best stamina levels of all the UFC fighters in *Tapout 2*. His Life however is weak, and his chin is soft; so don't stand and trade punches.

MOUNT TOP

L Punch	Y
L Punch X2 (COMBO 2)	Y ▶ Y
L Punch X3 (COMBO 2)	Y ▶ Y ▶ Y
R Punch	B
R Punch X2	B ▶ B
R Punch X3 (COMBO 2)	B ▶ B ▶ B
L Body	X
R Body	A
Knuckle Bomb	Y+B
Grappling Straight	X+Y
Cross Arm Hold ■	A+B

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Punch Catch to Guard Top	Y+B
Achilles Hold ■	A+B
Sweep	X+Y

GUARD TOP

L Punch	Y
L Punch X2 (COMBO 2)	Y ▶ Y
L Punch X3 (COMBO 2)	Y ▶ Y ▶ Y
Feint R Punch	Y ▶ B
R Punch	B
R Punch X2	B ▶ B
R Punch X3 (COMBO 2)	B ▶ B ▶ B
L Body	X
Feint R Body	X ▶ A
R Body	A
Feint L Body	A ▶ X
Knuckle Bomb	Y+B
Catchstrike: Punch	X+Y
Achilles Hold (COMBO 2)	A+B

GUARD BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	A+B
Fujiwara Armbar ■	X+Y
Catchstrike: Punch	X+A
Punch Catch to Mount Top	Y+B

BACKMOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Knuckle Bomb	Y+B
Front Naked Choke ■	X+Y
Stand	Y+A

TAKE IT TO THE MAT

Kevin is an elite ground and pound wrestler. Kevin's biggest strength is his ability to take an opponent to the mat quickly and deliver devastating punches, including the Knuckle Bomb and Grappling Punch. He also has a nice Left and Right 3X Punch combo that is good at getting a stun on punch 3. If placed in Bottom Guard, Kevin should attempt a punch catch and reverse it. Wrestlers live most of their lives staying off their backs, and they aren't comfortable in Guard Bottom. Stick to the punch combos and use his submissions for a big finish if your opponent isn't expecting it.

HOW TO BEAT RANDLEMAN

Get inside on Randleman and hit him with straight punches. Stay on your toes and watch for, and counter, his take down attempts. His kicks are deadly but can be caught. Even if the first one lands, get ready and catch the second one. Once you get him on his back, pound away.

BACKMOUNT BOTTOM

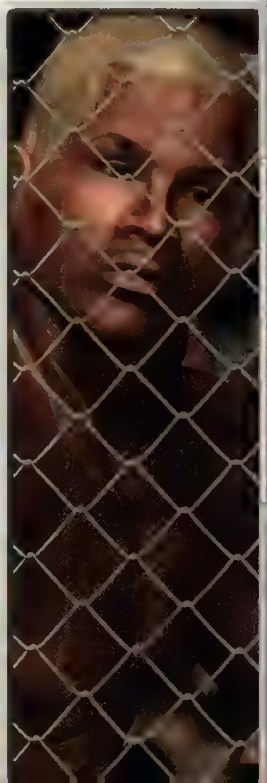
L Elbow	Y
R Elbow	B
L Elbow	X
R Elbow	A

SIDEMOUNT TOP

L Punch	Y
R Knee	B
L Knee	X
R Knee	A
Keylock ■	A+B
Fujiwara Armbar ■	X+Y

SIDEMOUNT BOTTOM

L Elbow	Y
R Knee	B
L Knee	X
R Knee	A



ELVIS SINSONIC

HEIGHT: 6'3"

WEIGHT: 199 lbs.

STYLE: Machado Jiu-Jitsu/ Muay Thai

NICKNAME: The King of Rock n Rumble

TEAM AFFILIATION: N/A

STANDING

Straight	Y
Straight, Hook (COMBO 2)	Y ▶ Y
Straight, Hook X2 (COMBO 3) ■	Y ▶ Y ▶ B
Jab, Hook X2, Kick (COMBO 4)	Y ▶ Y ▶ B ▶ X
Straight, Jab (COMBO 2)	Y ▶ B
Blow X3 (COMBO 2)	Y ▶ B ▶ Y
Straight, Low Kick (COMBO 2)	Y ▶ X
Jab	B
Jab, Hook ■	B ▶ Y
Jab, Hook X2 (COMBO 2)	B ▶ Y ▶ B
Jab, Hook X2, Kick (COMBO 3)	B ▶ Y ▶ B ▶ A
Jab X2	B ▶ B
Jab X2, Straight	B ▶ B ▶ Y
Blow X4 Combo (COMBO 2)	B ▶ B ▶ Y ▶ B
L Low Kick	X
R Low Kick	A
Front Feint	Y+A
Back Feint	B+X
Shoot	X+Y or A+B
Left Punch Catch to Cross Body Armbar ■	Y+B
Right Punch Catch to Scarfhold ■	Y+B
Kick Catch to Mount Top	X+A

FRONT STEP

Overhand Straight	Y
Straight, Uppercut	Y ▶ B
Hard Hit Combo (COMBO 2) ■	Y ▶ B ▶ Y
Straight, High Kick	Y ▶ A
R Uppercut	B
Uppercut, Hook (COMBO 2)	B ▶ Y
Uppercut, Hook, Kick (COMBO 3) ■	B ▶ Y ▶ X
L Knee ■	X
Front Shin Kick	A
Shoot	X+Y or A+B

BACK STEP

Straight	Y
Short Uppercut	B
L Low Kick	X
R Mid Kick	A
Shoot	X+Y or A+B

LEFT STEP

Sway Straight	Y
L Sway Punch, Upper ■	B
Spinning High Kick	X
Spinning Mid Kick	A

RIGHT STEP

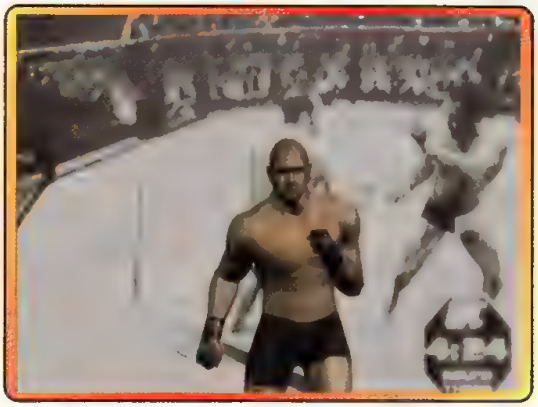
Straight	Y
Jab	B
L Low Kick	X
Spinning Mid Kick	A

RIVAL STUN

Front Naked Choke ■	X+Y

FIGHTING ON YOUR FEET

Elvis may prepare by conditioning a lot on the beach, but for *Tapout 2* he must have hit the speed-bag. The key to fighting with Elvis on his feet is to keep your distance and avoid trading punches. Elvis needs to avoid his opponent and then come in quick with a nice combo such as B ▶ B ▶ Y, which can produce a Rival Stun. Then go for the Front Naked Choke for a quick end. With his Muay Thai background, he has fast hands that hit their target each time; so don't be afraid to work his combos and then retreat. Elvis will most likely be the fighter that battles it out for the full 15 minutes and comes out the victor. Sinosic won't get a big knockout or fast submission, so it will take a little more work to win with him.



STAMINA

The King of Rock and Rumble's stamina is average and his chin is above the norm, allowing him to absorb some of the hardest hits.

MOUNT TOP

L Punch	Y
R Punch	B
R Punch X2	B ▶ B
R Punch X3 (COMBO 3)	B ▶ B ▶ B
L Body	X
R Body	A
Kneebar ■	X+Y
Armbar ■	A+B
Punch Catch to Backmount Top	Y+B

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	X+Y
Scarf Hold ■	A+B
Punch Catch to Guard Top	Y+B

GUARD TOP

L Punch	Y
Feint R Punch	Y ▶ B
R Punch	B
R Punch X2	B ▶ B
R Punch X3 (COMBO 2)	B ▶ B ▶ B
L Body	X
Feint R Body	X ▶ A
R Body	A
Feint L Body	A ▶ X
Catchstrike: Hook	X+Y
Heel Hold ■	A+B
Right Punch Catch to Mount Top	Y+B
Left Punch Catch to Sidemount Top	Y+B

GUARD BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	X+Y
Double Underhook	A+B
Underhook, Stand	A+B ▶ Y+B
Extended Underhook	A+B ▶ X+A
Punch Catch to Mount Top	Y+B
Grappling Straight	X+A

BACKMOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sleeper Choke ■	X+Y
Triangle Choke ■	A+B

BACKMOUNT BOTTOM

L Elbow	Y
R Elbow	B
L Elbow	X
R Elbow	A

TAKE IT TO THE MAT

Use his combinations to knock the fight out of your opponent. His three-punch B ▶ B ▶ B combo is relatively fast and does adequate damage. If faced with being mounted or in bottom guard, your best course of action is to block until a possible punch catch opens and reverse your position to the top. If faced with being stuck in guard bottom, Elvis has an Extended Double Under Hook to hold his opponent and kill time, saving your face from being bloodied. Elvis's best offensive is to work his way back to his feet where he can use his attack and then retreat.

HOW TO BEAT SINOSIC

To beat Elvis with a stand-up fighter, push him up to the fence and pound. Watch for the combos that can cause a counter-blow, causing heavier damage. Elvis's fists are fast but weak. If you have trouble standing with Elvis, take him to the mat and finish the job.

SIDEMOUNT TOP

L Punch	Y
R Knee	B
L Knee	X
R Knee	A
Fujiwara Armbar ■	X+Y
Keylock ■	A+B

SIDEMOUNT BOTTOM

L Elbow	Y
R Knee	B
L Knee	X
R Knee	A

EVAN TANNER

HEIGHT: 6' 0"

WEIGHT: 204 lbs.

STYLE: Freestyle Fighting

NICKNAME: N/A

TEAM AFFILIATION: Team Quest

STANDING

Straight	Y
Straight X2 (COMBO 2)	Y ▶ Y
Jab, Straight, Hook (COMBO 2)	Y ▶ Y ▶ B
Jab X2, Hook X2 (COMBO 2) ■	Y ▶ Y ▶ B ▶ Y
Straight, Low Kick (COMBO 2)	Y ▶ X
Jab	B
Jab, Straight	B ▶ Y
Jab, L Low Kick	B ▶ X
L Knee ■	X
Knee X2 (COMBO 2)	X ▶ X
Knee X2, Uppercut	X ▶ X ▶ Y
Knee X2, Kick ■	X ▶ X ▶ A
Knee, Clinch, Knee	X ▶ A+B
R Low Kick	A
Front Feint	Y+A
Back Feint	X+B
Shoot	X+Y
Self Takedown	A+B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A

FRONT STEP

Short Body	Y
Jab	B
Jab, Uppercut	B ▶ Y
Knee ■	X
R Shin Kick	A
Shoot	X+Y
Grappling Knee	A+B

BACK STEP

Haymaker Hook ■	Y
Hook, Feint Kick	Y ▶ A
R Hook	B
Spinning Low Kick ■	X
R Knee	A
R Knee, L Chop ■	A ▶ Y
R Knee, Chop X2	A ▶ Y ▶ B
R Knee, R Hook	A ▶ B
R Knee, L Knee ■	A ▶ X
Shoot	X+Y
Shoot	A+B

LEFT STEP

Short Body ■	Y
Jab	B
Spinning High Kick	X
Spinning Mid Kick	A

RIGHT STEP

Short Body ■	Y
Jab	B
L Low	X
Spinning Mid Kick	A

RIVAL STUN

R Knee	A
Clinch, Knee Bash	X+Y
Triangle Armbar ■	A+B

FIGHTING ON YOUR FEET

Evan Tanner may not have a nickname, but he should be anointed Mr. Knee for *UFC Tapout 2*. With his ability to throw knees in combination with punches, kicks, and other knees, his knee is the most important weapon in his arsenal. The knee attacks have two major benefits: the rival stuns it creates; and the knee attack cannot be caught and reversed. Tanner gets more rival stuns than most characters, so you should know all three. The Clinch Knee Bash does huge damage, but the standard rival stun Knee (A) will land for sure. The cons to the knee attacks are: You must be in close range to land them, and they take more time to deliver. If you find yourself losing the battle on your feet, use your Self Takedown to pull your opponent down to your Guard.

STAMINA AND LIFE

Tanner has good stamina and a so-so ability to take punches for a light heavyweight.

MOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Catchstrike: Body	X+Y
Side Choke ■	A+B
Punch Catch to Backmount Top	Y+B

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	X+Y
Sweep	A+B
Punch Catch to Guard Top	Y+B

GUARD TOP

L Punch	Y
Feint R Punch	Y ▶ B
R Punch	B
Feint L Punch	B ▶ Y
L Body	X
Feint R Body	X ▶ A
R Body	A
Feint L Body	A ▶ X
Achilles Hold ■	X+Y
Catchstrike: Blow	A+B
Left punch Catch to Sidemount Top	Y+B
Right punch Catch to Mount Top	Y+B

GUARD BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Triangle Choke ■	X+Y
Front Naked Choke ■	A+B
Achilles Hold ■	X+A
Punch Catch to Mount Top	Y+B

BACKMOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Rear Naked Choke ■	X+Y
Stand	Y+A

BACKMOUNT BOTTOM

L Elbow	Y
R Elbow	B
L Elbow	X
R Elbow	A

TAKE IT TO THE MAT

Evan Tanner is solid on the ground. He has better than average skills in just about every phase when he's on the mat. His punching is good but lacks any combos for quick hitting attacks. Tanner has a good assortment of submissions on the ground, but the position he excels at the most is the Guard Bottom. He has three different quick-hitting submissions. You must be careful with the Achilles Hold; if countered correctly, you wind up in Backmount Bottom

HOW TO BEAT TANNER

Beat Tanner from a distance. When you see him ready to attack with his knee strikes, use kicks that have range and quick combos. Be certain! that your timing is accurate on your counter; if you're too early or late, you'll get rival stunned by his knee.

SIDEMOUNT TOP

L Punch	Y
R Knee	B
L Knee	X
R Knee	A
Keylock ■	A+B
Fujiwara Armbar ■	X+Y

SIDEMOUNT BOTTOM

L Elbow	Y
R Knee	B
L Knee	X
R Knee	A

PHIL BARONI

HEIGHT:
5'11"

WEIGHT:
185 lbs.

STYLE:
Boxing/Wrestling

HOMETOWN:
New York Badass

TEAM AFFILIATION:
N/A

STANDING

Straight	Y
Straight, Hook	Y ▶ Y
Straight, Hook, Kick (COMBO 2)	Y ▶ Y ▶ X
Jab, Straight (COMBO 2)	Y ▶ B
Jab X2, Short Hook	Y ▶ B ▶ B
Jab X2, Parry	Y ▶ B ▶ Y+B
Jab X2, Parry, Hook ■	Y ▶ B ▶ Y+B ▶ Y
Jab, Mid Kick(COMBO 3)	Y ▶ B ▶ X
Jab, Mid Kick, Shoot	Y ▶ B ▶ X ▶ Y+B
Jab	B
Jab X2 (COMBO 2)	B ▶ B
Jab X2, Straight	B ▶ B ▶ Y
Jab, Hook	B ▶ Y
Punch X2, Uppercut ■	B ▶ Y ▶ B
Jab, Hook, Upper, Jab (COMBO 3)	B ▶ Y ▶ B ▶ Y
Blow X3, Mid Kick(COMBO 3)	B ▶ Y ▶ B ▶ X
Blow X3, Shoot	B ▶ Y ▶ B ▶ Y+B
R Low Kick	X
L Mid Kick	A
Feint	Y+A
Feint Uppercut	Y+A ▶ Y
Fake, Uppercut, Knee	Y+A ▶ Y ▶ X
Back Feint	X+B
Lifting Slam	Y+X
Shoot	A+B
L Punch Catch to Mount Top	Y+B
RP Catch to Catchstrike: Hook	Y+B
Kick Catch to Mount Top	X+A

FRONT STEP

Short Hook	Y
Short Hook	B
Short Hook X2 (COMBO 2)	B ▶ B
Low Kick	X
R Side Kick	A
Shoot	Y+X or B+A
Low Kick Catch to Mount Top	X+A

BACK STEP

Straight	Y
Uppercut	B
Front Shin Kick	■ X
Front Kick	A
Shoot	Y+X or B+A

LEFT STEP

Short Hook	Y
Short Uppercut	B
Knee	X
R Low Kick	A
Shoot	Y+X or B+A
Low Kick Catch to Mount Top	X+A

RIGHT STEP

Straight	Y
Hook	B
L Low Kick	X
R Low Kick	A
Shoot	Y+X or B+A
Low Kick to Mount Top	X+A

RIVAL STUN

Short Uppercut	B
Short Uppercut X2 (COMBO 2)	B ▶ B
Front Naked Choke	Y+X

FIGHTING ON YOUR FEET

The only things that seem to be faster than Phil Baroni's mouth are his right and left fists. Baroni's fighting style will take some time to master, but once you do, you'll be hard to beat. His combination punching can be very basic and still effective, but his Feint attacks with Y+A(white) can create some serious problems for any opponent. Phil's Y ▶ B ▶ X combo with his opponent pushed close to the fence will be a quick-hitting three hit combo and get a Stagger, which hopefully against the fence will turn into a Rival Stun. When you've had enough fun on your feet and want to take the fight to the ground, use the same Y ▶ B ▶ X combo with a Y+B at the end of it to shoot on your victim.

STAMINA AND LIFE

Baroni's Stamina is a little above average, but his Life is a little below average, so be careful when getting into long exchanges.

MOUNT TOP

L Punch	Y
L Punch X2 (COMBO 2)	Y ▶ Y
L Punch X3 (COMBO 2)	Y ▶ Y ▶ Y
R Punch	B
R Punch X2	B ▶ B
Hook X2 (COMBO 2)	B ▶ Y
Hook X3	B ▶ Y ▶ B
Gatling Hook (COMBO 2)	B ▶ Y ▶ B ▶ Y
Gatling Bomb (COMBO 2)	B ▶ Y ▶ B ▶ Y ▶ Y+B
L Body	X
R Body	A
Kneebar ■	Y+X
Armlock ■	B+A
Punch Catch to Backmount Top	B+Y

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
ScarfHold	B+A
Sweep	Y+X
Punch Catch to Guard Top	Y+B

GUARD TOP

L Punch	Y
Feint R Punch	Y ▶ B
R Punch	B
Punch X2	B ▶ B
Punch X3 (COMBO 2)	B ▶ B ▶ B
Catchstrike Combo (COMBO 2)	B ▶ B ▶ B ▶ Y+B
Feint L Punch	B ▶ Y
L Body	X
Feint R Body	X ▶ A
R Body	A
Feint L Body	A ▶ X
Can Opener	Y+X
Catchstrike: Hook	B+A
Right Punch Catch to Mount Top	Y+B
Left Punch Catch to Sidemount Top	Y+B

GUARD BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Trapping Straight	X+A
Punch Catch to Mount Top	Y+B
Sweep	Y+X or B+A

TAKE IT TO THE MAT

Baroni's ability to punch in the top positions on the ground is devastating. He maintains his punching speed on the ground. With a B ▶ Y ▶ B ▶ Y ▶ Y+B assault, you'll knockout any opposition rather quickly. Another hard-hitting combo is the Gatling Bomb from Mount Top. It does an outrageous amount of damage but takes a little practice to get the timing right. Baroni has different types of submissions, but unless you're stuck on the bottom on the ground, just punch away and forget about the submissions.

HOW TO BEAT BARONI

90% of Baroni's attacks will be with his fists, so block and catch his punches and take the fight to the mat. Once on the ground, pound away and don't let him up. If you do fight with him on your feet, keep him away with kicks and hope he hasn't figured out the Feint steps to get inside on you.

BACKMOUNT TOP

L Punch	Y
L Punch X2	Y ▶ Y
L Punch X3	Y ▶ Y ▶ Y
L Punch X2, R Punch	Y ▶ Y ▶ B
Jab, Straight	Y ▶ B
Jab, Straight, Hook	Y ▶ B ▶ Y
R Punch	B
Jab, Straight	B ▶ Y
Tri Combo	B ▶ Y ▶ B
Tri Combo, Hook	B ▶ Y ▶ B ▶ B
L Body	X
R Body	A
Sleeper Hold ■	X+Y
Stand	Y+A

BACKMOUNT BOTTOM

L Elbow	Y
R Elbow	B
L Elbow	X
R Elbow	A

SIDEMOUNT TOP

L Punch	Y
R Knee	B
L Knee	X
R Knee	A
Keylock ■	A+B
Fujiwara Armbar ■	X+Y

SIDEMOUNT BOTTOM

L Elbow	Y
R Knee	B
L Knee	X
R Knee	A

HEIGHT: 6'1"

WEIGHT: 185 lbs.

STYLE: Brazilian Jiu-Jitsu

NICKNAME: N/A

TEAM AFFILIATION: Brazilian Top Team

MURILO BUSTAMANTE

STANDING

Straight	Y
Straight, Uppercut	Y ▶ Y
Straight, Low Kick	Y ▶ X
Jab	B
Jab, Straight	B ▶ Y
Jab, Snap Punch	B ▶ B
Jab X2, L Hook (COMBO 2) ■	B ▶ B ▶ Y
Jab, Low Kick	B ▶ X
L Low Kick	X
Low Kick, Straight	X ▶ Y
Front Kick	A
Front Feint	Y+A
Feint Uppercut ■	Y+A ▶ Y
Feint Low Shoot	Y+A ▶ Y+X
Fake Self Takedown	Y+A ▶ A+B
Triangle Armbar ■	Y+A ▶ A+B ▶ A+B
Back Feint	X+B
Shoot	X+Y or A+B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A

FRONT STEP

L Hook ■	Y
L Hook, Low Kick (COMBO 2)	Y ▶ X
R Hook ■	B
Hook X2 (COMBO 2) ■	B ▶ Y
Hook X2, Knee (COMBO 3) ■	B ▶ Y ▶ X
R Hook, Feint	B ▶ Y+A
Feint Uppercut	B ▶ Y+A ▶ Y
Feint Low Shoot	B ▶ Y+A ▶ Y+X
Fake Self Takedown	B ▶ Y+A ▶ A+B
Jab, Triangle Armbar ■	B ▶ Y+A ▶ A+B ▶ A+B
L Knee ■	X
R Low Kick	A
Shoot	X+Y or A+B
Right Low Kick Catch to Mount Top	X+A
Left Low Kick Catch to Kneebar ■	X+A

BACK STEP

Straight	Y
Uppercut	B
Hard Low Kick	X
Side Low Kick	A
Shoot	X+Y
Vitor-Style Armbar ■	A+B

RIVAL STUN

Hammer Punch	B
Front Naked Choke ■	X+Y

LEFT STEP

L Hook ■	Y
L Hook, Low Kick (COMBO 2)	Y ▶ X
Jab	B
L Low Kick	X
R Low Kick	A
Shoot	X+Y or A+B
Right Low Kick Catch to Mount Top	X+A
Left Low Kick Catch to Kneebar ■	X+A

RIGHT STEP

L Hook ■	Y
L Hook, Low Kick ■	Y ▶ X
Jab	B
L Low Kick	X
R Low Kick	A
Shoot	Y+X or B+A
Right Low Kick Catch to Mount Top	X+A
Left Low Kick Catch to Kneebar ■	X+A

FIGHTING ON YOUR FEET

The Middle Weight Champion of the world may also be the best fighter in any weight class in *Tapout 2*. Murilo's striking ability on his feet is nothing to write home about. He has a couple of decent step combos and that's all. What makes Bustamante great is that he can win 75% of his matches without throwing a punch. Bustamante has submissions from every position imaginable. You must get your Y+A (white) Feint working to use all of his attacks properly. Bustamante also has at his disposal a low kick catch, which gives him another submission opportunity if he catches a right low kick. His Armbar submissions are so fast that if your opponent is not ready, the match could be over in seconds. Go through his moves list and try out the different submissions to see which ones work best for you.

STAMINA AND LIFE

Murilo's Stamina and Damage Bar are just average. Stamina doesn't matter much when you're submitting guys in a minute.

MOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Cross Body Armbar ■	Y+X
Guillotine Choke ■	B+A
Kneebar ■	X+A
Punch Catch to Backmount Top	Y+B

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	Y+X
Scarfhold ■	B+A
Achilles Hold ■	X+A
Punch Catch to Guard Top	Y+B

GUARD TOP

L Punch	Y
Feint R Punch	Y ▶ B
R Punch	B
Feint L Punch	B ▶ Y
L Body	X
Feint R Body	X ▶ A
R Body	A
Feint L Body	A ▶ X
Anklelock ■	Y+X
Can Opener ■	B+A
Feint Anklelock ■	Y+A
Feint Can Opener ■	X+B
Right Punch to Mount Top	Y+B
Left Punch Catch to Sidemount Top	Y+B

GUARD BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	Y+X
Front Naked Choke ■	B+A
Punch Catch to Mount Top	Y+B
Trapping Straight	X+A

BACKMOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sleeper Choke ■	Y+X
Cross Body Armbar ■	B+A
Left Punch Catch to Inverted Armbar	Y+B
Right Punch Catch to Kneeling Armbar	Y+B
Stand	Y+A

TAKE IT TO THE MAT

If you can think of a submission, Bustamante most likely has it on his moves list. Punch with Bustamante on the ground just to keep your opponent off balance. He still doesn't hit great, but when the other fighter is worried about defending a submission, knockouts will eventually come. Many of Murilo's submission attempts, when countered, get him Backmount Top; from here, just pound away. If you find yourself in Backmount Bottom, don't panic. Murilo has a sweep that will get you Guard Top. From Guard Top, you have your choice of submissions; the Feint Armlock and Feint Can Opener are so good it's almost unfair.

HOW TO BEAT BUSTAMANTE

Go to the submission chart, and learn the counters to almost all of them. To beat Bustamante, you must keep the fight standing and try to knock him out with hard strikes and Rival Stuns.

BACKMOUNT BOTTOM

L Elbow	Y
R Elbow	B
L Elbow	X
R Elbow	A
Sweep	B+A

SIDEMOUNT TOP

L Punch	Y
R Knee	B
L Knee	X
R Knee	A
Keylock ■	A+B
Fujiwara Armbar ■	X+Y

SIDEMOUNT BOTTOM

L Elbow	Y
R Knee	B
L Knee	X
R Knee	A

EUGENE JACKSON

HEIGHT: 5'8"

WEIGHT: 184 lbs.

STYLE: Freestyle

HOMETOWN: The Wolf

TEAM AFFILIATION: Gladiators Training Academy

STANDING

Hook	Y
Hook X2	Y ▶ B
Hook X3	Y ▶ B ▶ Y
Jab	B
Jab X2 (COMBO 2)	B ▶ B
Jab, Straight	B ▶ B
Jab X2, CHOP (COMBO 2)	B ▶ B ▶ Y
Jab, Shin Kick	B ▶ X
Jab, Shin Kick	B ▶ A
Jab, Hook	B ▶ Y
Jab, Hook X2	B ▶ Y ▶ B
Low Kick	X
Low Kick, Hook	X ▶ Y
Low Kick, Hook X2	X ▶ Y ▶ B
Low Kick, Hook X3	X ▶ Y ▶ B ▶ Y
Low Kick	A
Shoot	X+Y or A+B
LP Catch to Hook	Y+B
RP Catch to Hook	Y+B
RK Catch to Hook	X+A
LK Catch to Mount Top	X+A
Sprawl, Punch	Y+B

FRONT STEP

Hook	Y
Hook X2	Y ▶ B
Short Uppercut	B
Uppercut X2	B ▶ Y
Low Kick	X
Front Low Kick	A
Catchstrike: Hook	X+Y
Grappling Knee	A+B

BACK STEP

Body Straight	Y
Straight, Uppercut	Y ▶ B
Jab, Hook, Straight	Y ▶ B ▶ Y
Haymaker Hook	B
Shin Kick	X
Side Low Kick	A
Catchstrike: Hook	X+Y
Shoot	A+B

LEFT STEP

Feint Straight	Y
Fake Straight, Hook	Y ▶ Y
Feint Jab	B
Spinning High Kick	X
Spinning Mid Kick	A
Catchstrike: Hook	X+Y
Grappling Knee	A+B

RIGHT STEP

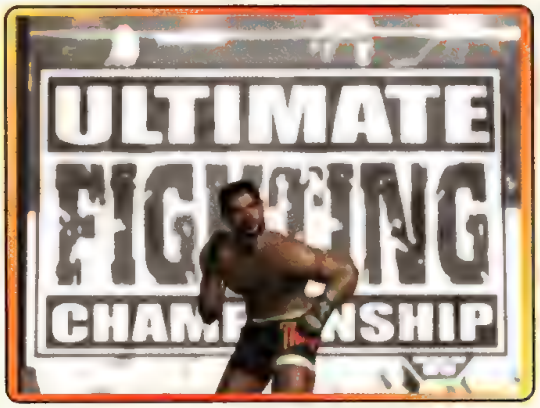
Feint Straight	Y
Feint Jab	B
Low Kick	X
Spinning Mid Kick	A
Catchstrike: Hook	X+Y
Grappling Knee	A+B

RIVAL STUN

Short Uppercut	B
Uppercut, Straight	B ▶ Y
Front Naked Choke	X+Y

FIGHTING ON YOUR FEET

The Wolf is a UFC veteran with many wars under his belt. Jackson is a standup fighter, period. His matches just don't go to the mat, and if by chance he was put there, he must get back up. His fists are strong but slow. To fight with the Wolf takes some skillful standup. His Jab Straight is an easy Rival Stun and the Jab, Shin Kicks are good combos for him. Another good combination Jackson likes to use is the Low Kick, Hook X3, which can inflict some nice pain on an opponent. His step moves are also powerful, but with such slow punches, a step can be often hard to get off before being countered.



STAMINA AND LIFE

The Wolf has good Stamina and can really throw the punches repeatedly. His chin is average, so be careful against a really strong hitter.

MOUNT TOP

L Punch	Y
L Punch X2 (COMBO 2)	Y ▶ Y
L Punch X3 (COMBO 2)	Y ▶ Y ▶ Y
Hook	B
Hook X2	B ▶ Y
Hook X3 (COMBO 2)	B ▶ Y ▶ B
L Body	X
R Body	A
Knuckle Bomb	Y+B
Catchstrike: Blow	X+Y
Catchstrike: Hook	A+B

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	X+Y
Scarfhold	A+B
Bridge	X+A
Punch Catch to Guard Top	Y+B

GUARD TOP

L Punch	Y
L Punch X2 (COMBO 2)	Y ▶ Y
L Punch X3 (COMBO 2)	Y ▶ Y ▶ Y
Feint R Punch	Y ▶ B
R Punch	B
Feint L Punch	B ▶ Y
L Body	X
Feint R Body	X ▶ A
R Body	A
Feint L Body	A ▶ X
Grappling Straight	X+Y
Catchstrike: Hook	A+B
Left Punch Catch to Sidemount Top	Y+B
Right Punch Catch to Mount Top	Y+B

GUARD BOTTOM

L Punch	Y
Jab, Straight	Y ▶ B
L Punch X2	Y ▶ Y
R Punch	B
Jab, Straight	B ▶ Y
R Punch X2	B ▶ B
L Body	X
R Body	A
Sweep	X+Y
Guillotine Choke ■	A+B
Trapping Straight	X+A

BACKMOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Triangle Armbar ■	X+Y
Catchstrike: Hook	A+B
Stand	Y+A

TAKE IT TO THE MAT

On the mat, Jackson isn't as strong as the rest. He does possess a couple of good punches, like Hook X3 and Knuckle Bomb, as well as his devastating catch strikes. Jackson also has Feint shots, which are good at drawing his opponents out of their guard and inflicting counter damage. From the ground, Jackson has no problem working his way back to his feet and pursuing the fight from there.

HOW TO BEAT JACKSON

Jackson can be beat on his feet by a fast standup fighter. Jackson can take a good beating, but a quick fighter can cause enough damage with combination punches to take him out. Because Jackson is weak on the ground, a fighter can also bring him to the mat and either submit or punch out Jackson with less risk then standing with him.

BACKMOUNT BOTTOM

L Elbow	Y
R Elbow	B
L Elbow	X
R Elbow	A

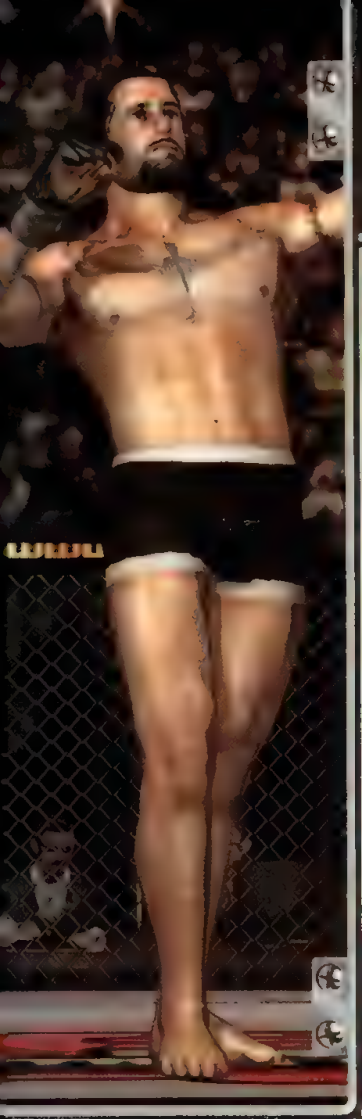
SIDEMOUNT TOP

L Punch	Y
R Knee	B
L Knee	X
R Knee	A
Keylock ■	A+B
Fujiwara Armbar ■	X+Y

SIDEMOUNT BOTTOM

L Elbow	Y
R Knee	B
L Knee	X
R Knee	A

DAVE MENNE



HEIGHT: 5'10"

WEIGHT: 185 lbs.

STYLE: Freestyle

NICKNAME: The Warrior

TEAM AFFILIATION: Minnesota Martial Arts Academy

STANDING

Straight	Y
Straight X2	Y ▶ Y
Straight, Hook	Y ▶ Y ▶ B
Punch X3, Hard Hook ■	Y ▶ Y ▶ B ▶ Y
Straight, Mid Kick	Y ▶ A
Jab	B
Jab, Straight (COMBO 2)	B ▶ Y
Jab, Jab, Low Kick (COMBO 2)	B ▶ Y ▶ X
Jab, Low Kick (COMBO 2)	B ▶ X
Low Kick	X
Mid Kick	A
Feint	Y+A
Back Feint	X+B
Shoot	X+Y or A+B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A
Sprawl, Hook	B+Y

FRONT STEP

Short Body ■	Y
Jab	B
Jab, Short Hook	B ▶ Y
Knee ■	X
Front Kick	A
Catchstrike: Knee	A+B
Shoot	X+Y

BACK STEP

Overhand Blow ■	Y
Hook, Fake, Kick	Y ▶ A
Low Spin Kick ■	X
Knee	A
Knee, R Hook	A ▶ B
Shoot	X+Y or A+B

LEFT STEP

Short Body ■	Y
Jab	B
Spinning High Kick	X
Spinning Mid Kick	A
Catchstrike: Knee	A+B
Shoot	X+Y

RIGHT STEP

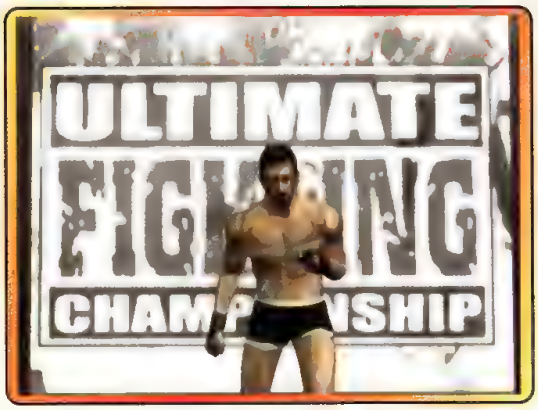
Short Body ■	Y
Jab	B
L Low Kick	X
Spinning Mid Kick	A
Catchstrike: Knee	A+B
Shoot	X+Y

RIVAL STUN

Dash Knee	A
Front Ducking	Y+A
Front Duck, Upper	Y+A ▶ B
Knee X3	X+Y
Triangle Choke ■	A+B

FIGHTING ON YOUR FEET

Dave Menne was UFC's first Middleweight Champion of the world. He requires extra skill to master. His standup isn't the strongest due to his inability to take a lot of damage. Dave's best strategy on his feet is to hit either his Straight Hook or Jab Low Kick combo and then back up. His Front steps are nice for this tactic as well, being very big blows. Use the Rival Stun attacks in your moves list as much as possible. Dave has five different Rival Stun maneuvers, including the very damaging Knee X3.



STAMINA AND LIFE

The Warrior can't take a hit very well and should never be backed against a fence. Menne's stamina is good and must be used to recover as much life as possible.

MOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Side Choke ■	A+B
Front Naked Choke ■	X+Y
Punch Catch to Mount Top	Y+B

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Scissors	A+X
Sweep	X+Y or A+B
Punch Catch to Guard Top	Y+B

GUARD TOP

L Punch	Y
Feint R Punch	Y I▶ B
R Punch	B
Feint L Punch	B I▶ Y
L Body	X
Feint R Body	X I▶ A
R Body	A
Feint L Body	A I▶ X
Achilles Hold	X+Y
Trapping Punch	A+B
Right Punch Catch to Mount Top	Y+B
Left Punch Catch to Sidemount	Y+B

GUARD BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Achilles Hold ■	X+A
Triangle Choke ■	X+Y
Sleeper Choke ■	A+B
Punch Catch to Mount Top	Y+B

BACKMOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Rear Naked Choke ■	X+Y or A+B
Stand	Y+A

BACKMOUNT BOTTOM

L Elbow	Y
R Elbow	B
L Elbow	X
R Elbow	A

TAKE IT TO THE MAT

The Warrior is more comfortable on the mat. A former wrestler, he packs some nice body punches from Mount Top and Bottom. It's imperative that Menne use his Feints to counter an opponent and inflict greater damage. From Guard Bottom, he is very dangerous with three different submissions to keep his opponents guessing as to his next big move. Vary your submission attempts from Triangle Choke to the Achilles Hold.

HOW TO BEAT MENNE

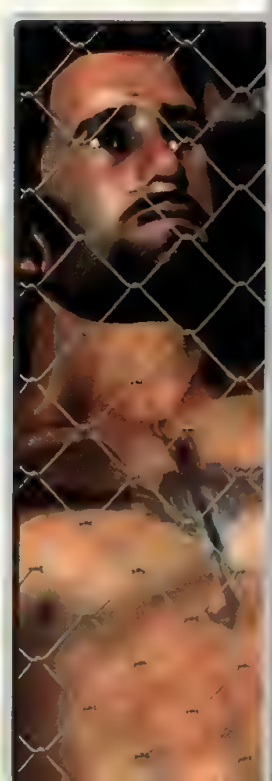
Menne has such a weak chin that a good striking fighter should be able to back him against the fence and finish the fight quickly. From the mat, Menne does not hit hard, and a patient fighter needs only to wait for a punch catch to roll him into mount and knock him out.

SIDEMOUNT TOP

L Punch	Y
R Knee	B
L Knee	X
R Knee	A
Keylock ■	A+B
Fujiwara Armbar ■	X+Y

SIDEMOUNT BOTTOM

L Elbow	Y
R Knee	B
L Knee	X
R Knee	A



PAT MILETICH

HEIGHT: 5'10"

WEIGHT: 169 lbs.

STYLE: Miletich Fighting Systems

NICKNAME: The Croatian Sensation

TEAM AFFILIATION: Miletich Martial Arts

STANDING

Straight	Y
Straight X2	Y ▶ Y
Jab, Straight	Y ▶ B
Jab X2, Low Kick	Y ▶ B ▶ A
Jab	B
Jab X2 (COMBO 2)	B ▶ B
Jab X2, Uppercut (COMBO 3) ■	B ▶ B ▶ B
Jab X2, Mid Kick (COMBO 2)	B ▶ B ▶ X
Jab, Low Kick	B ▶ X
Jab, Kick, Feint	B ▶ X ▶ X
L Low Kick	X
L Low Kick X2	X ▶ X
Front Kick	A
Kick, Flying Kick ■	A ▶ A
Shoot	X+Y or A+B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A
Feint	Y+A
Back Feint	X+B
Sprawl, Armlock ■	X+B
Self Takedown	A+B or X+Y

FRONT STEP

Hook	Y
Hook, Low Kick	Y ▶ X
Hook X2 (COMBO 2)	Y ▶ B
Jab	B
Jab X2 (COMBO 2)	B ▶ B
Jab X3 (COMBO 2)	B ▶ B ▶ B
Spinning High Kick ■	X
R Side Kick	A
Front Suplex	A+B
Shoot	X+Y
Trapping L Hook	Y+B

BACK STEP

Straight	Y
Flying Jab ■	B
Flying Jab X2 (COMBO 2)	B ▶ Y
Low Kick	X
Spinning Mid Kick ■	A
Shoot	X+Y
Rolling Armlock ■	A+B

RIVAL STUN

Front Kick	X
Front Naked Choke ■	X+Y

LEFT STEP

Hook	Y
Hook, Low Kick	Y ▶ X
Hook X2 (COMBO 2)	Y ▶ B
Jab	B
Spinning High Kick ■	X
Spinning Mid Kick	A
Front Suplex	A+B
Shoot	X+Y
Trapping L Hook	Y+B

RIGHT STEP

Hook	Y
Hook, Low Kick	Y ▶ X
Hook X2 (COMBO 2)	Y ▶ B
Jab	B
L Low Kick	X
Spinning Mid Kick	A
Front Suplex	A+B
Shoot	X+Y
Trapping L Hook	Y+B

FIGHTING ON YOUR FEET

The Croatian Sensation was the first Lightweight Champion for UFC and defended his title 4 times. Consequently, this is a technical fighter who can't be ignored. His standup isn't dominating, but he's good at getting the hits in and getting out. Pat's ideal strategy is to get in a nice Jab to Kick Feint or Jab to Mid Kick and back away. These punch-kick combos make it hard for an opponent to catch and keeps Pat from losing his Stamina. You must always be aware of your Stamina Bar when playing Miletich. The longer the fight goes, the better it is for Pat. Fight defensively and let the fight go three rounds; a win is a win.

STAMINA AND LIFE

Miletich has one of the worst Stamina levels in the game. Be very cautious not to punch him out. A quick combo followed by a rest is his safest approach. His chin is good, and you need not worry about taking extensive abuse from his competition.

MOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Armbar ■	X+Y
Armlock ■	A+B
Punch Catch to Backmount Top	Y+B

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Punch Catch to Guard Top	Y+B
Scarfhold ■	A+B
Sweep	X+Y

GUARD TOP

L Punch	Y
Feint R Punch	Y ▶ B
R Punch	B
Feint L Punch	B ▶ Y
L Body	X
Feint R Body	X ▶ A
R Body	A
Feint L Body	A ▶ X
Left Punch Catch to Sidemount Top	Y+B
Right Punch Catch to Mount Top	Y+B
Achilles Hold ■	X+Y
Catchstrike: Hook	A+B

GUARD BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Front Naked Choke ■	A+B
Achilles Hold ■	X+A
Sweep	X+Y
Punch Catch to Mount Top	Y+B

BACKMOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Front Naked Choke ■	X+Y
LP Catch to Inverted Armbar ■	Y+B
RP Catch to Kneeling Armbar ■	Y+B
Stand	Y+A

BACKMOUNT BOTTOM

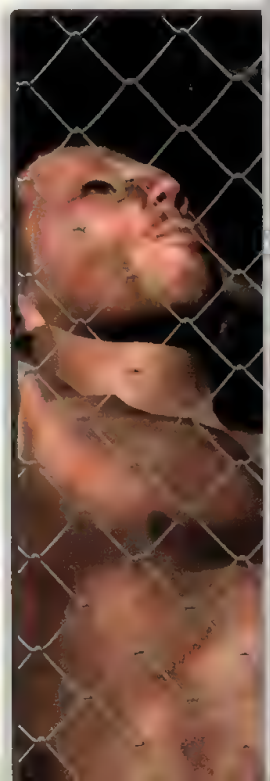
L Elbow	Y
R Elbow	B
L Elbow	X
R Elbow	A

TAKE IT TO THE MAT

Miletich is known as a very technical fighter. This translates into precise hits from the bottom and flawless mat control. Pat has a submission from just about every position and should work the body shots until he sets up one of his tapouts. Get either Guard Top to use his Feint punches or the desired Mount Top to defeat his opposition. The Croatian Sensation has punch catches that turn into Armbars from the Backmount Top, but the timing is tricky. So unless you really want a flashy tapout, just knock your opponent out.

HOW TO BEAT MILETICH

With such poor Stamina, drawing Miletich into a slugfest will undoubtedly defeat him. Attack him, back away for just a second to recover, and attack again; you'll eventually wear him out. On the mat, be careful. Pat doesn't have very powerful punches, but he is very good at punch reversals and submissions. Once again, try to get him to out punch himself and then start throwing a barrage of punches.



SIDEMOUNT TOP

L Punch	Y
R Knee	B
L Knee	X
R Knee	A
Keylock ■	A+B
Fujiwara Armbar ■	X+Y

SIDEMOUNT BOTTOM

L Elbow	Y
R Knee	B
L Knee	X
R Knee	A

FRANK SHAMROCK

HEIGHT: 5'10"

WEIGHT: 184 lbs.

STYLE: Submission Fighting

NICKNAME: N/A

TEAM AFFILIATION: The Alliance

STANDING

Straight	Y
Straight X2	Y ▶ Y
Straight, Jab	Y ▶ B
Straight, Low Kick	Y ▶ X
Punch X2, Knee ■	Y ▶ B ▶ X
Jab X2, Straight	Y ▶ B ▶ Y
Punch X3, Kick	Y ▶ B ▶ Y ▶ X
Jab X2, Kick	Y ▶ Y ▶ X
Jab	B
Jab X2 (COMBO 2)	B ▶ B
Punch X2	B ▶ Y
Jab X2, Mid Kick	B ▶ Y ▶ X
L Low Kick	X
R Low Kick	A
LP Catch to Armbar ■	Y+B
RP Catch to Scarfhold ■	Y+B
Kick Catch to Mount Top	X+A
Lifting Slam	A+B
Shoot	X+Y
Feint	Y+A
Back Feint	X+B

FRONT STEP

Body Straight	Y
Straight, Uppercut ■	Y ▶ B
Straight, Low Kick	Y ▶ X
Short Uppercut ■	B
Short Upper, Hook (COMBO 2)	B ▶ Y
Knee ■	X
Front Kick	A
Front RK, Scissors	A ▶ X+A
Shoot	X+Y
Lifting Slam	A+B
Flying Armbar ■	B+Y

BACK STEP

Straight	Y
Straight, Hook	Y ▶ B
Short Hook	B
Mid Kick	A
Low Kick	X
Shoot	X+Y or A+B

LEFT STEP

Straight ■	Y
Body ■	B
Spinning High Kick	X
Spinning Mid Kick	A
Shoot	X+Y
Lifting Slam	A+B
Flying Armbar ■	B+Y

RIGHT STEP

Body Straight	Y
Straight, Uppercut ■	Y ▶ B
Straight, Low Kick	Y ▶ X
Jab	B
Low Kick	X
Spinning Mid Kick	A
Shoot	X+Y
Lifting Slam	A+B
Flying Armbar ■	B+Y

RIVAL STUN

Front Naked Choke	X+Y

FIGHTING ON YOUR FEET

Undefeated in the Octagon, Frank Shamrock holds impressive victories over the likes of Jeremy Horn and Tito Ortiz. Balancing good striking ability with elite submissions, he is formidable fighter. Use Frank's combos where you finish with a kick. Try the Y ▶ B ▶ X and possibly get a Rival Stun. He has a lot of strikes and combos that produce a Rival Stun, but with only one Rival Stun attack, the Front Naked Choke, you may want to strike to change it up. Shamrock has a ton of ways to get his opponent to the ground: his Front RK Scissors, his Lifting Slam, and his deadly Flying Armbar. Shamrock's most unique submissions are from catching a right or left punch. He gets an Armbar or Scarfhold depending on the hand.

STAMINA AND LIFE

Frank's Stamina and ability to take damage are both barely average.

MOUNT TOP

L Punch	Y
R Punch	B
Punch X2	B ▶ B
Punch X3 (COMBO 2)	B ▶ B ▶ B
L Body	X
R Body	A
Punch Catch to Backmount Top	Y+B
Armbar ■	X+Y
Kneebar ■	X+A
Kimura ■	A+B

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Punch Catch to Guard Top	Y+B
Achilles Hold ■	A+B
Sweep	X+Y

GUARD TOP

L Punch	Y
Feint R Punch	Y ▶ B
R Punch	B
R Punch X2	B ▶ B
R Punch X3 (COMBO 2)	B ▶ B ▶ B
L Body	X
Feint R Body	X ▶ A
R Body	A
Feint L Body	A ▶ X
Left Punch Catch to Sidemount Top	Y+B
Right Punch Catch to Mount Top	Y+B
Anklelock ■	X+Y
Anklelock, Kneebar ■	X+Y ▶ A+X
Can Opener ■	A+B

GUARD BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Armbar ■	A+B
Trapping Punch	X+A
Sweep	X+Y
RP Catch to Upsidedown Armbar ■	Y+B
LP Catch to Mount Top	Y+B

SIDEMOUNT TOP

L Punch	Y
R Knee	B
L Knee	X
R Knee	A

SIDEMOUNT BOTTOM

L Elbow	Y
R Knee	B
L Knee	X
R Knee	A

TAKE IT TO THE MAT

No surprise here. Shamrock is a beast on the ground. His punches are strong, with fast combos from both top positions. He has submissions from every position, including a punch catch that turns into an Armbar on Backmount Bottom. The Guard is where Shamrock is deadliest. He has Feints and combos from the top along with three different submissions. On the bottom, any punch he catches turns into an Armbar submission attempt. The only position on the ground where Frank can get in trouble is the Mount Bottom, and he can still tap you out from there. Few fighters can even survive on the ground with Frank.

HOW TO BEAT SHAMROCK

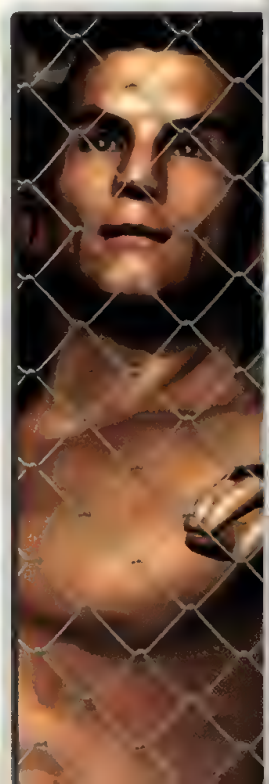
Keep the fight standing. Be aware of all submission attempts. Keep the fight standing. Avoid the Guard at all costs. Keep the fight standing. Use more kicks than punches because of his ability to run submissions on punch catches. Keep the fight standing.

BACKMOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Front Naked Choke ■	X+Y
Triangle Armbar ■	A+B
Stand	Y+A

BACKMOUNT BOTTOM

L Elbow	Y
R Elbow	B
L Elbow	X
R Elbow	A
RP Catch to Armbar ■	Y+B
LP Catch to Armbar ■	Y+B



MIKEY BURNETT

HEIGHT: 5'6"

WEIGHT: 170 lbs.

STYLE: Submission Fighting

BACKGROUND: The Eastside Assassin

TEAM AFFILIATION: Lion's Den

STANDING

Straight	Y
Straight, Hook	Y ▶ Y
Straight, Uppercut ■	Y ▶ B
Straight, Low Kick	Y ▶ A
Jab	B
Jab, Hook	B ▶ Y
Jab, Hook X2	B ▶ Y ▶ B
Jab X2 (COMBO 2)	B ▶ B
Jab X2, Uppercut (COMBO 3) ■	B ▶ B ▶ Y
Jab, Low Kick	B ▶ X
Low Kick	X
Front Low Kick	A
Low Kick, Jab	A ▶ B
Kick, Jab, Hook (COMBO 2) ■	A ▶ B ▶ Y
Feint	Y+A
Back Feint	X+B
Right Punch Catch to Catchstrike: Right Hook	Y+B
Left Punch Catch to Catchstrike: Left Hook	Y+B
Kick Catch to Mount	X+A
Shoot	X+Y or A+B
Sprawl, Hook	B+Y

FRONT STEP

Hook	Y
Hook, Uppercut ■	Y ▶ B
Hook, Uppercut X2	Y ▶ B ▶ Y
Jab X2, Hook, Upper ■	Y ▶ B ▶ Y ▶ B
Jab	B
Jab, Straight	B ▶ Y
Mid Kick	X
Front Kick	A
Catchstrike: Hook	X+Y
Shoot	A+B

BACK STEP

Uppercut ■	Y
Uppercut, Hook (COMBO 2)	Y ▶ B
Uppercut, Mid Kick (COMBO 2)	Y ▶ X
Hook	B
Hook, Straight (COMBO 2)	B ▶ Y
L Front Kick	X
R Front Kick	A
Catchstrike: Hook	X+Y
Feint Tackle	A+B

RIVAL STUN

L Hook	Y
R Hook	B
Triple Knee Bash	X+Y
Knuckle Bomb	B+Y

LEFT STEP

Straight ■	Y
Straight, Body (COMBO 2) ■	Y ▶ B
Straight, Shoot	Y ▶ X+Y
Jab ■	B
Spin Kick	X
Side Kick	A
Catchstrike: Hook	X+Y
Shoot	A+B

RIGHT STEP

Straight ■	Y
Jab ■	B
Low Kick	X
Side Kick	A
Catchstrike: Hook	X+Y
Shoot	A+B

FIGHTING ON YOUR FEET

The Eastside Assassin is considered one of the hardest-hitting fighters pound-for-pound in the world. He has good combo ability with strong punching power for a welter weight. His step moves are essential for Mikey to dominate on his feet. Try his front step Jab X2, Hook, Upper (Y ▶ B ▶ Y ▶ B). It does good damage and can get you a Rival Stun. He generates many Rival Stun opportunities, so learn them all. Although Mikey's strengths are his punches, his standard low kicks can win you a match. Both his standard kicks are low, so they can't be caught by most fighters, and they'll eventually chop your opponent down.

STAMINA AND LIFE

Burnett has one of the best stamina levels in the game, but unfortunately has a light weight's ability to take damage.

MOUNT TOP

L Punch	Y
Hook	B
Hook X2	B ▶ Y
Hook X3 (COMBO 2)	B ▶ Y ▶ B
Hook Rush (COMBO 2)	B ▶ Y ▶ B ▶ Y
Machine Gun Hook (COMBO 2)	B ▶ Y ▶ B ▶ Y ▶ B
Machine Gun Rush (COMBO 3)	B ▶ Y ▶ B ▶ Y ▶ B ▶ Y
Gatling Hook (COMBO 4)	B ▶ Y ▶ B ▶ Y ▶ B ▶ Y ▶ B
Gatling Hook Rush (COMBO 5)	B ▶ Y ▶ B ▶ Y ▶ B ▶ Y ▶ B ▶ Y
Final Hook Rush (COMBO 6)	B ▶ Y ▶ B ▶ Y ▶ B ▶ Y ▶ B ▶ Y ▶ B
L Body	X
R Punch	A
Punch Catch to Backmount Top	Y+B
Catchstrike: Hook	X+Y
Keylock ■	A+B

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Punch Catch to Guard Top	Y+B
Sweep	X+Y or A+B

GUARD TOP

L Punch	Y
Feint R Punch	Y ▶ B
R Punch	B
Punch X2	B ▶ B
Punch X3 (COMBO 2)	B ▶ B ▶ B
L Body	X
Feint R Body	X ▶ A
R Body	A
Feint L Body	A ▶ X
Catchstrike: Hook	X+Y or A+B
Right Punch Catch to Right Hook	Y+B
Left Punch Catch to Left Hook	Y+B

GUARD BOTTOM

L Punch	Y
Punch X2	Y ▶ Y
R Punch	B
L Body	X
R Body	A
Sweep	X+Y
Trapping Straight	X+A
Punch Catch to Mount Top	Y+B
Sweep	X+Y
Front Naked Choke ■	A+B

TAKE IT TO THE MAT

The Eastside Assassin's power is definitely in his fists, not in his submissions. If the fight does go to the ground, you must gain the top positions, so you can strike. Bottom positions will be the end for Mikey if he stays long; you must sweep or catch a punch to get out. His Final Hook Rush combo will be the end of his opponent if it lands. Light weight or heavy weight, they'll all fall to that combo.

HOW TO BEAT BURNETT

Take Mikey to the mat and pound away or run submissions; both should be effective. To beat him standing, you must watch for his combos and Rival Stun attacks. Use counter attacks, get into exchanges with him, and you'll eventually knock him out.

BACKMOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Catchstrike: Hook	A+B
Front Naked Choke ■	X+Y
Stand	Y+A

BACKMOUNT BOTTOM

L Elbow	Y
R Elbow	B
L Elbow	X
R Elbow	A

SIDEMOUNT TOP

L Punch	Y
R Knee	B
L Knee	X
R Knee	A
Fujiwara Armbar ■	X+Y
Keylock ■	A+B

SIDEMOUNT BOTTOM

L Elbow	Y
R Knee	B
L Knee	X
R Knee	A

SHONIE CARTER

HEIGHT: 5'9"

WEIGHT: 169 lbs.

STYLE: Combat Do Jiu-Jitsu and Shidokan

NICKNAME: Mr. International

TEAM AFFILIATION: N/A

STANDING

Hook	Y
Hook X2 ■	Y ▶ Y
Hook Combo	Y ▶ B
Hook Combo, Kick	Y ▶ B ▶ X
Hook, Low Kick	Y ▶ X
Jab	B
Jab X2	B ▶ B
Jab X2, Backfist	B ▶ B ▶ Y
L High Kick	X
R Low Kick	A
Low Kick, Straight	A ▶ Y
Front Feint	Y+A
Back Feint	X+B
Shoot	X+Y or A+B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A

FRONT STEP

Body Straight	Y
Spinning Back Fist	B
Knee	X
R High Kick	A
Front Suplex	X+Y
Grappling Knee	A+B

BACK STEP

Straight	Y
Straight X2	Y ▶ B
Straight X3	Y ▶ B ▶ Y
R Hook ■	B
L Front Mid Kick ■	X
R Front Mid Kick ■	A
Front Kick X2 ■	A ▶ X
Shoot	X+Y or A+B

LEFT STEP

Body Straight ■	Y
Jab	B
Sweeping Kick	X
Spinning Mid Kick	A
Front Suplex	X+Y
Grappling Knee	A+B

RIGHT STEP

Body Straight ■	Y
Jab	B
L Low Kick	X
Spinning Mid Kick	A
Front Suplex	X+Y
Grappling Knee	A+B

RIVAL STUN

Hammer Punch	Y
Blow X2 (COMBO 2)	Y ▶ B
Blow X3 (COMBO 3)	Y ▶ B ▶ Y
Stun Rush (COMBO 3)	Y ▶ B ▶ Y ▶ B
Front Shin Kick	X
Front Naked Choke ■	X+Y
Fujiwara Armbar ■	A+B

FIGHTING ON YOUR FEET

Shonie Carter is a very experienced and deadly fighter. His style is unique and must be used to his advantage. Work the Spinning Back Fist B ▶ B ▶ Y and High Kicks that knock down your opponent. Keep the fight on your feet, work the combos, and don't worry about being hit. Shonie's got a great chin. Use as many of his step moves as you can; many of them produce Rival Stuns. If you get a Rival Stun on your opponent, you have seven different attacks to pick from. Try to finish the match with his Stun Rush attack. It's a crowd pleaser, and Mr. International is all about entertaining the crowd.

STAMINA

Mr. International has average stamina but an exceptional chin. This guy can take a hit like no other fighter in his weight class. Don't worry about getting in close and taking a hit to give one.

MOUNT TOP

L Punch	Y
R Punch	B
Punch X2	B ▶ Y
Punch X3 (COMBO 2)	B ▶ Y ▶ B
L Body	X
R Body	A
Keylock ■	X+Y
Scarf Hold ■	A+B

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	X+Y or A+B
Punch Catch to Guard Top	Y+B

GUARD TOP

L Punch	Y
Feint R Punch	Y ▶ B
R Punch	B
Feint L Punch	B ▶ Y
L Body	X
Feint R Body	X ▶ A
L Body	X
Feint R Body	X ▶ A
Anklelock ■	X+Y
Grappling Punch	A+B
Right Punch Catch to Mount Top	Y+B
Left Punch Catch to Sidemount	Y+B

GUARD BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	X+Y
Chicken Wing ■	A+B
Punch Catch to Mount Top	Y+B
Trapping Straight	X+A

BACKMOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sleeper Choke ■	X+Y
Stand	Y+A

BACKMOUNT BOTTOM

L Elbow	Y
R Elbow	B
L Elbow	X
R Elbow	A

TAKE IT TO THE MAT

On the mat, Carter has some heavy hands. He can combo the life out of a fighter or finish him with Grappling Punch. His submissions are somewhat limited but can be used as a change up to his punching barrage. Sit up and pound the opposition until it's time to sink a nice Ankle Lock or Chicken Wing for a stylish finish.

HOW TO BEAT CARTER

Carter's unconventional standup can also be his downfall. With so many spinning kicks and fists, he creates openings for shots and quick jabs. Look to counter his punches with your own; beat him with a nice defensive fight strategy.

SIDEMOUNT TOP

L Punch	Y
R Knee	B
L Knee	X
R Knee	A
Keylock ■	A+B
Fujiwara Armbar ■	X+Y

SIDEMOUNT BOTTOM

L Elbow	Y
R Knee	B
L Knee	X
R Knee	A

MATT HUGHES

HEIGHT: 5'9"

WEIGHT: 169 lbs.

STYLE: Miletich Fighting Systems

NICKNAME: N/A

TEAM AFFILIATION: Miletich Martial Arts

STANDING

Straight	Y
Straight, Low Kick (COMBO 2)	Y I▶ X
Jab	B
Jab X2	B I▶ B
Jab, Low Kick (COMBO 2)	B I▶ X
Jab, Uppercut ■	B I▶ Y
Jab, Upper, Shoot	B I▶ Y I▶ X+Y
Jab, Takedown	B I▶ A+B
Low Kick	X
Front High Kick ■	A
Feint	Y+A
Back Feint	X+B
Shoot	X+Y
Shoot, Takedown	X+Y I▶ X+Y
Lifting Slam	A+B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A

FRONT STEP

Snap Punch	Y
Snap Punch X2 (COMBO 2)	Y I▶ Y
Snap Punch, Upper ■	Y I▶ B
Straight	B
Straight X2	B I▶ B
Straight X3 ■	B I▶ B I▶ Y
Straight, Takedown	B I▶ X+Y
Jab X2, Takedown	B I▶ B I▶ X+Y
L Low Kick	X
Low Kick	A
Double Leg Shoot	X+Y
Shoot	A+B

BACK STEP

Swaying Straight ■	Y
Hook ■	B
Hook, Straight	B I▶ Y
Feint Hook	B I▶ B
Feint Low Kick	B I▶ A
Spinning Mid Kick ■	X
Side Low Kick	A
Shoot	X+Y or A+B

LEFT STEP

Snap Punch	Y
Snap Punch X2 (COMBO 2)	Y I▶ Y
Snap Punch, Upper ■	Y I▶ B
Jab	B
Spinning High Kick	X
Spinning Mid Kick	A
Double Leg Shoot	X+Y
Shoot	A+B

RIGHT STEP

Snap Punch	Y
Snap Punch X2	Y I▶ Y
Snap Punch, Upper	Y I▶ B
Jab	B
Low Kick	X
Spinning Mid Kick	A
Double Leg Shoot	X+Y
Shoot	A+B

RIVAL STUN

Front Naked Choke ■	X+Y
Shoot	A+B

FIGHTING ON YOUR FEET

Matt Hughes has been one of the most dominant champions in the UFC over the past two years. His skills get better with every match, which is scary since he is already the best welter weight in the world. Hughes a has good mix of punch and kick combos. You should finish most combos with kicks, because they do more damage. Everything else on his feet is standard, except for his takedown ability. Matt has every shoot or takedown imaginable. His Shoot, Takedown is very fast and can be launched from a good distance away. Use his B I▶ B I▶ X+Y, which is two quick jabs with a lightning-fast shoot.

STAMINA AND LIFE

Hughes has poor stamina, which makes watching your life bar a necessity. His life on the other hand is better than average.

MOUNT TOP

L Punch	Y
Hook	B
R Punch X2	B ▶ B
Hook X2	B ▶ Y
Hook X3	B ▶ Y ▶ B
Hook Rush	B ▶ Y ▶ B ▶ Y
L Body	X
R Body	A
Keylock	X+Y
Mount Hook	A+B
Punch Catch to Backmount Top	Y+B

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	X+Y or A+B
Punch Catch to Guard Top	Y+B

GUARD TOP

Hook	Y
Hook, Short Punch	Y ▶ B
Hook, Jab X2	Y ▶ B ▶ Y
Short Punch	B
Short Punch X2	B ▶ Y
L Body	X
Feint R Body	X ▶ A
R Body	A
Feint L Body	A ▶ X
Catchstrike: Hook	X+Y or A+B
Right Punch Catch to Mount Top	Y+B
Left Punch Catch to Sidemount Top	Y+B

GUARD BOTTOM

L Punch	Y
R Punch	B
R Punch X2	B ▶ B
L Body	X
R Body	A
Trapping Straight	X+A
Sweep	X+Y or A+B
Punch Catch to Mount Top	Y+B

BACKMOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Catchstrike: Blow	X+Y
Catchstrike: Hook	A+B
Stand	Y+A

BACKMOUNT BOTTOM

L Elbow	Y
R Elbow	B
L Elbow	X
R Elbow	A

TAKE IT TO THE MAT

Matt gets to work when he gets his opponent to the ground. The key is to maintain the top positions and let his hands do the rest. His submissions are very limited to basic Keylocks and Armbars. Matt does have several Catchstrikes, but you are better off just punching. Use his Hook Rush when you're in the Mount Top and it will end the fight rather quickly. When you are in Guard Top, alternate between Y ▶ B ▶ Y and just B ▶ Y. The first set does the damage, and the second is so fast that it messes up any timing for your opponent trying to catch a punch.

HOW TO BEAT HUGHES

If you can keep Hughes standing, you'll eventually wear him down and beat him. To stay standing, you'll need to defend and counter his takedown attempts. If the match goes to the ground, try submissions and counters to gain top position.

SIDEMOUNT TOP

L Punch	Y
R Knee	B
L Knee	X
R Knee	A
Keylock ■	A+B
Fujiwara Armbar ■	X+Y

SIDEMOUNT BOTTOM

L Elbow	Y
R Knee	B
L Knee	X
R Knee	A

ROBBIE LAWLER

HEIGHT: 5'11"

WEIGHT: 170 lbs.

STYLE: Miletich Fighting Systems

TEMPERAMENT: Ruthless

TEAM AFFILIATION: Miletich Martial Arts

STANDING

Straight	Y
Straight X2 (COMBO 2)	Y ▶ Y
Straight X2, Hook (COMBO 2) ■	Y ▶ Y ▶ B
Straight, Jab (COMBO 2)	Y ▶ B
Hammer Hook Combo (COMBO 2) ■	Y ▶ B ▶ Y
Straight, Jab, Kick (COMBO 2)	Y ▶ B ▶ X
Jab	B
Jab, Straight (COMBO 2)	B ▶ Y
Jab, Straight, Jab (COMBO 3)	B ▶ Y ▶ B
Combo Uppercut (COMBO 3)	B ▶ Y ▶ B ▶ Y
Jab X2 (COMBO 2)	B ▶ B
Jab X2, Straight (COMBO 3)	B ▶ B ▶ Y
Combo Hook (COMBO 3)	B ▶ B ▶ Y ▶ B
Combo Hook X2 (COMBO 3) ■	B ▶ B ▶ Y ▶ B ▶ Y
Combo Mid Kick (COMBO 4)	B ▶ B ▶ Y ▶ X
Jab X2, Feint (COMBO 2)	B ▶ B ▶ Y+A
Fake Upper Combo (COMBO 2) ■	B ▶ B ▶ Y+A ▶ B
L Low Kick	X
Mid RK	A
Front Feint	Y+A
Back Feint	X+B
Shoot	X+Y or A+B
Punch Reversal	Y+B
Kick Reversal	X+A
Sprawl, Hook	B+Y

FRONT STEP

Body ■	Y
Body, Hard Hook ■	Y ▶ B
Hard-Hit Combo (COMBO 2)	Y ▶ B ▶ Y
R Hook	B
Hook X2	B ▶ Y
Hook X3 (COMBO 2)	B ▶ Y ▶ B
Front L Mid Kick	X
Front Low RK	A
Catchstrike: Hook	X+Y
Catchstrike: Knee	A+B

BACK STEP

Haymaker Hook ■	Y
Short Hook	B
L Mid Kick	X
Low RK	A
Catchstrike: Hook	X+Y
Shoot	A+B

RIVAL STUN

Grappling Body X3	A+B
Front Naked Choke	X+Y
Hard Straight	Y
Rush Miss	Y ▶ B

LEFT STEP

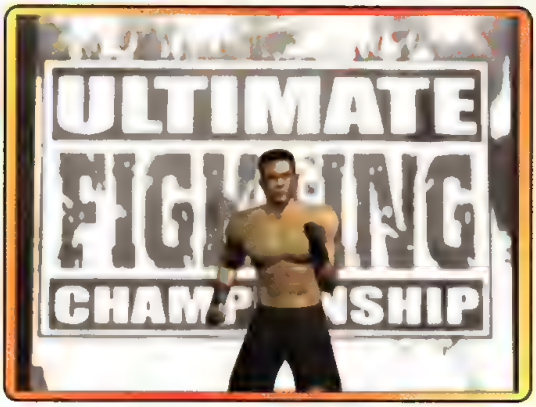
Straight	Y
Jab	B
Spinning High Kick	X
Spinning Mid Kick	A
Catchstrike: Hook	X+Y
Catchstrike: Knee	A+B

RIGHT STEP

Straight	Y
Jab	B
L Low Kick	X
Spinning Mid Kick	A
Catchstrike: Hook	X+Y
Catchstrike: Knee	A+B

FIGHTING ON YOUR FEET

Robbie Lawler is the next big thing, a powerful and explosive fighter who takes his opponents to the mat the hard way. Lawler wants to be on his feet where he is combo master. Any of his multitude of combos produce devastating results. His hits are extremely damaging to the stamina of the other fighter. So when you get your opponent on the ropes, keep throwing combos. When Lawler wants to throw big bombs, he unleashes the Haymaker or finishes opponents with the Rush Miss Rival Stun. This is one fighter you don't want to dance with; he'll leave you out in the cold quick.



STAMINA AND LIFE

Lawler has good stamina and an average chin. With a fighter that possesses so many combinations, keep an eye on your life bars.

MOUNT TOP

L Punch	Y
L Punch X2 (COMBO 2)	Y ▶ Y
L Punch X3 (COMBO 2)	Y ▶ Y ▶ Y
R Punch	B
R Punch X2	B ▶ Y
R Punch X3 (COMBO 2)	B ▶ Y ▶ B
Punch X4 (COMBO 2)	B ▶ Y ▶ B ▶ Y
Punch X5 (COMBO 2)	B ▶ Y ▶ B ▶ Y ▶ B
R Punch X2	B ▶ B
L Body	X
R Body	A
Catchstrike: Hook	X+Y
Keylock ■	A+B

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	X+Y
Bridge	A+B

GUARD TOP

L Punch	Y
L Punch X2 (COMBO 2)	Y ▶ Y
Feint R Punch	Y ▶ B
R Punch	B
Feint L Punch	B ▶ Y
R Punch X2	B ▶ B
R Punch X3 (COMBO 2)	B ▶ B ▶ B
L Body	X
Feint R Body	X ▶ A
R Body	A
Feint L Body	A ▶ X
Catchstrike: Hook	X+Y
Can Opener ■	A+B
Punch Reversal	Y+B

GUARD BOTTOM

L Punch	Y
L Punch X2	Y ▶ Y
L Punch, R Punch	Y ▶ B
R Punch	B
R Punch, L Punch	B ▶ Y
R Punch X2	B ▶ B
L Body	X
R Body	A
Sweep	A+B
Punch Catch to Mount Top	Y+B
Grappling Straight	X+A

SIDEMOUNT TOP

L Punch	Y
R Knee	B
L Knee	X
R Knee	A
Keylock ■	A+B
Fujiwara Armbar ■	X+Y

TAKE IT TO THE MAT

Robbie continues his reign of punishment on the mat; using several different combination punches, he can't be stopped. Don't let up the barrage until the other opponent is out. Submissions aren't even needed with these heavy and fast hands. Lawler's hand speed is minimized fighting from his back, so stay out of those positions.

HOW TO BEAT LAWLER

Lawler will be tough to defeat on his feet. If you have a slow fighter, don't try to exchange; you'll lose. He's going to throw punches, so concentrate on catching punches. Keep Robbie off you with leg strikes that don't allow him to get inside and use his punching ability. Or, take him to the mat and ground and pound.

SIDEMOUNT BOTTOM

L Elbow	Y
R Knee	B
L Knee	X
R Knee	A

BACKMOUNT TOP

L Punch	Y
R Punch	B
R Punch X2	B ▶ B
R Punch X3	B ▶ B ▶ B
L Body	X
R Body	A
Sleeper Choke ■	X+Y
Catchstrike: Hook	A+B

BACKMOUNT BOTTOM

L Elbow	Y
R Elbow	B
L Elbow	X
R Elbow	A

CARLOS NEWTON

HEIGHT: 5'9"

WEIGHT: 169 lbs.

STYLE: Dragonball Z Jiu-Jitsu

HOMETOWN: The Ronin

TEAM AFFILIATION: Warrior Marital Arts Centre

STANDING

Straight	Y
Straight, Hook (COMBO 2)	Y I▶ Y
Straight, Hook, Kick (COMBO 2)	Y I▶ Y I▶ X
Straight X2 (COMBO 2)	Y I▶ B
Straight X2, Kick (COMBO 3)	Y I▶ B I▶ A
Jab	B
Jab, Straight	B I▶ Y
Jab, Hook	B I▶ B
Combo Hook (COMBO 2)	B I▶ B I▶ Y
Hook X3, Mid Kick (COMBO 3) ■	B I▶ B I▶ Y I▶ X
Jab, Kick, Hip Toss	B I▶ B I▶ Y I▶ A+B
L Mid Kick	X
R Low Kick	A
Low Kick, Straight (COMBO 2)	A I▶ Y
Front Feint	Y+A
Back Feint	X+B
Shoot	X+Y
Hip Toss	A+B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A

FRONT STEP

L Hook	Y
Hook, Knee (COMBO 2) ■	Y I▶ X
Body, Straight	B
Body, Mid Kick (COMBO 2)	B I▶ X
L High Kick	X
Front Low Kick	A
Double Leg Shoot	X+Y
Double Leg Shoot	A+B
Flying Armbar ■	Y+B
Low Kick Catch to Mount Top	X+A

BACK STEP

Straight	Y
Uppercut ■	B
Front Kick ■	X
R Low Kick	A
Shoot	X+Y or A+B

LEFT STEP

L Hook	Y
Jab	B
L Knee	X
Shin Kick	A

RIGHT STEP

L Hook	Y
Jab	B
L Low Kick	X
R Mid Kick	A

RIVAL STUN

Front Naked Choke ■	X+Y
Triangle Choke ■	A+B

FIGHTING ON YOUR FEET

You can count on two things when you see Carlos Newton fight: It won't go to a decision, and it's going to be an exciting fight. The Ronin has a nice assortment of combos on his feet. Back opponents close to the cage and use the B I▶ B I▶ Y I▶ X combo to Stagger your opposition. Carlos is very good on the ground, so he has several shoot and takedowns to get the match to the mat. His combo B I▶ B I▶ Y I▶ A+B is a good takedown hidden behind a nice punch combo. Newton also has a Flying Armbar at his disposal in case he wants get a quick tapout, or just turn the fight into a ground battle.

STAMINA AND LIFE

Newton's stamina is good, which allows him to transition from submission to submission without burning too much energy. His ability to take damage is on the below average side, so always be aware of his life bar.

MOUNT TOP

L Punch	Y
L Punch X2 (COMBO 2)	Y ▶ Y
R Punch	B
R Punch X2	B ▶ B
L Body	X
R Body	A
Kneebar ■	X+Y
Americana ■	A+B
Punch Catch to Backmount Top	Y+B

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	X+Y
Achilles Hold ■	A+B
Left Punch Catch to Armbar ■	Y+B
Punch Catch to Guard Top	Y+B

GUARD TOP

L Punch	Y
L Punch X2 (COMBO 2)	Y ▶ Y
R Punch	B
R Punch X2	B ▶ B
L Body	X
Feint R Body	X ▶ A
R Body	A
Feint L Body	A ▶ X
Can Opener ■	X+Y
Anklelock ■	A+B
Right Punch Catch to Mount Top	Y+B
Left Punch Catch to Sidemount Top	Y+B
Pass Guard	X+B

GUARD BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	X+Y
Armbar ■	A+B
Punch Catch to Mount Top	Y+B
Grappling Straight	X+A

SIDEMOUNT TOP

L Punch	Y
R Knee	B
L Knee	X
R Knee	A
Keylock ■	A+B
Fujiwara Armbar ■	X+Y

SIDEMOUNT BOTTOM

L Elbow	Y
R Knee	B
L Knee	X
R Knee	A

TAKE IT TO THE MAT

The Ronin's punching power is okay on the ground. He has a combo and feint punches from the Guard Top, which makes it a good position to vary attacks and pound away. His punches from his back are better than most fighters, but it's not the tactic you should use. Carlos is a submission specialist, so mix up your submission attempts and catch punches to improve you position. He has a good variety of submissions from all ground positions, but none more unique and dangerous than his Backmount Bottom submissions. With his Kneebar and Armbar from the Backmount Bottom, he actually has an advantage from this position and will get more tapouts.

HOW TO BEAT NEWTON

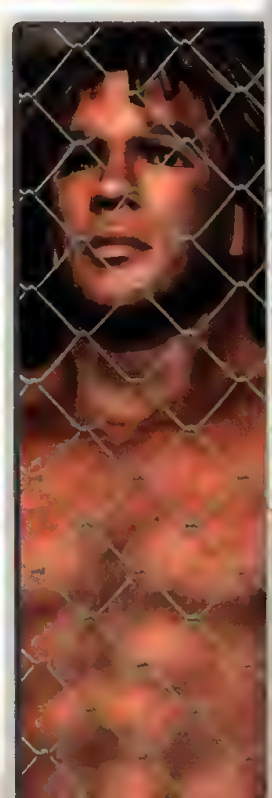
Newton is a well-rounded fighter with some exceptional submission skills on the ground, so you must attack him on his feet. His punches and kicks come at an awkward angle at times, but they're slow and can be caught. Exchange blows with him as much as possible; his chin will most likely give out before yours does.

BACKMOUNT TOP

L Punch	Y
L Punch X2	Y ▶ Y
Punch X2	Y ▶ B
R Punch	B
L Body	X
R Body	A
Rear Naked Choke ■	X+Y

BACKMOUNT BOTTOM

L Elbow	Y
R Elbow	B
L Elbow	X
R Elbow	A
Kneebar ■	A+B
Punch Catch to Armbar ■	Y+B



HAYATO SAKURAI

STANDING

Jab	B
Jab X2 (COMBO 2)	B ▶ B
Jab X2, Straight (COMBO 3)	B ▶ B ▶ Y
Mach Combo (COMBO 4)	B ▶ B ▶ Y ▶ B
Jab, Hard Hit Hook ■	B ▶ Y
Straight	Y
Straight, Uppercut ■	Y ▶ Y
Jab, Straight (COMBO 2)	Y ▶ B
Jab X2, Low Kick (COMBO 3)	Y ▶ B ▶ A
L Low Kick	X
R Low Kick	A
Feint	Y+A
Back Feint	X+B
Shoot	X+Y or A+B
Kick Catch to Mount Top	X+A
RP Catch to Catchstrike: Hook	Y+B
LP Catch to Mount Top	Y+B

FRONT STEP

Straight ■	Y
Spinning Backfist ■	B
Backfist X2 ■	B ▶ Y
Flying High Kick ■	X
High Kick	A
Double Leg Shoot	X+Y or A+B
Flying Armbar ■	Y+B
Low Kick Catch to Mount Top	X+A

BACK STEP

Short Hook	Y
Power Hook	B
Summersault Kick ■	X
Low Kick	A
Shoot	X+Y or A+B

LEFT STEP

Straight ■	Y
Short Backfist	B
Low Kick	X
Knee	A
Double Leg Shoot	X+Y or A+B
Flying Armbar ■	Y+B
Low Kick Catch to Mount Top	X+A

RIGHT STEP

Straight	Y
Hook	B
R Mid Kick	A
Spinning High Kick	X
Double Leg Shoot	X+Y or A+B
Flying Armbar ■	Y+B
Low Kick Catch to Mount Top	X+A

RIVAL STUN

Front Naked Choke ■	X+Y
Combo Rush 1	Y
Combo Rush 2	Y ▶ B
Combo Rush 3	Y ▶ B ▶ Y
Combo Rush 4	Y ▶ B ▶ Y ▶ B

FIGHTING ON YOUR FEET

Sakurai is known all over the world as an exciting action fighter. In *Tapout 2*, he is that and a little more. Mach's array of combos do decent damage and are the meat and potatoes of his attack. When he starts his step attacks, the fun begins. His Spinning Backfist will catch his opponent off guard, as will his Flying Armbar. Hayato's best attack is the Summersault Kick, which can land from a mile away and will produce a Rival Stun on a counter. When you get a Rival Stun, drop the Combo Rush 4 (Y ▶ B ▶ Y ▶ B) and watch the blood fly.

STAMINA AND LIFE

Mach has an elite level of stamina, but his ability to take a punch is on the low end.

MOUNT TOP

L Punch	Y
Punch X2 (COMBO 2)	Y ▶ Y
Punch X3 (COMBO 2)	Y ▶ Y ▶ Y
Punch X2, Armbar (COMBO 2) ■	Y ▶ Y ▶ Y ▶ A+B
R Punch	B
Punch X2	B ▶ B
L Body	X
R Body	A
Kneebar ■	X+Y
Cross Keylock ■	A+B
Punch Catch to Backmount Top	Y+B

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Fujiwara Armbar ■	A+B
Sweep	X+Y
Punch Catch to Guard Top	Y+B

GUARD TOP

L Punch	Y
Punch X2 (COMBO 2)	Y ▶ Y
Punch X3 (COMBO 2)	Y ▶ Y ▶ Y
R Punch	B
Punch X2	B ▶ B
L Body	X
Feint R Body	X ▶ A
R Body	A
Feint L Body	A ▶ X
Right Punch Catch to Mount Top	Y+B
Left Punch Catch to Sidemount Top	Y+B
Catchstrike: Hook	X+Y or A+B

GUARD BOTTOM

L Punch	Y
Punch X2	Y ▶ Y
Jab, Straight	Y ▶ B
R Punch	B
Punch X2	B ▶ B
Jab, Straight	B ▶ Y
L Body	X
R Body	A
Sweep	X+Y or A+B
Catchstrike: Punch	X+A
Punch Catch to Mount Top	Y+B

BACKMOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sleeper Hold ■	X+Y
Stand	Y+A

TAKE IT TO THE MAT

Sakurai is very balanced on the mat, with a nice assortment of combos and submissions. His Y ▶ Y ▶ Y combo is the most important one he has, not for the damage it does but for what it sets up. The Punch X2, Armbar (Y ▶ Y ▶ Y ▶ A+B) is the best submission Sakurai has. You press Y three times, and just before the third punch starts, you press A+B for an Armbar; this is one of the most deceptive and effective moves in the game.

HOW TO BEAT SAKURAI

Try to smother Mach; push him into the cage and punish him. If he moves left, you move with him; don't allow him any space to get off his step maneuvers. If the fight goes to the ground, watch out for the Armbar.

BACKMOUNT BOTTOM

L Elbow	Y
R Elbow	B
L Elbow	X
R Elbow	A

SIDEMOUNT TOP

L Punch	Y
R Knee	B
L Knee	X
R Knee	A
Keylock ■	A+B
Fujiwara Armbar ■	X+Y

SIDEMOUNT BOTTOM

L Elbow	Y
R Knee	B
L Knee	X
R Knee	A

JOHN LEWIS

HEIGHT: 6'0"

WEIGHT: 160 lbs.

STYLE: Brazilian Jiu-Jitsu

NICKNAME: N/A

TEAM AFFILIATION: Lewis/Pederneiras Vale-Tudo

STANDING

Straight	Y
Straight, Jab	Y ▶ B
Straight, Jab, Kick	Y ▶ B ▶ A
Straight, Mid Kick	Y ▶ X
Jab	B
Jab, Straight (COMBO 2)	B ▶ Y
Jab X2, Uppercut (COMBO 2)	B ▶ Y ▶ B
Jab, Straight, Knee (COMBO 2) ■	B ▶ Y ▶ X
Jab X2 (COMBO 2)	B ▶ B
Jab X2, Straight (COMBO 2)	B ▶ B ▶ Y
Jab, Low Kick (COMBO 2)	B ▶ X
L Low Kick	X
Low Kick X2	X ▶ X
Kick, Fake, Kick ■	X ▶ X ▶ X
Front Kick	A
Front Feint	Y+A
Back Feint	X+B
Shoot	X+Y or A+B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A
Sprawl, Knee	Y+A

FRONT STEP

L Hook	Y
Hook X2 (COMBO 2)	Y ▶ B
Hook X3 (COMBO 3) ■	Y ▶ B ▶ Y
L Hook, Low Kick	Y ▶ X
Step Jab	B
Step Jab X2 (COMBO 2)	B ▶ B
Step Jab X2, Hook (COMBO 2)	B ▶ B ▶ Y
Combo Low Kick (COMBO 2)	B ▶ B ▶ Y ▶ X
Jab X3, Fake, Kick (COMBO 2) ■	B ▶ B ▶ Y ▶ X ▶ X
L Knee ■	X
Side High Kick	A
Grappling Knee	X+Y
Shoot	A+B

BACK STEP

Straight	Y
Uppercut	B
Low Kick	X
Spinning Mid Kick ■	A
Shoot	X+Y
Roll to Kimura ■	A+B

LEFT STEP

Straight	Y
Jab	B
Spinning High Kick	X
Spinning Mid Kick	A
Grappling Knee	X+Y
Shoot	A+B

RIGHT STEP

Straight	Y
Jab	B
L Low Kick	X
Spinning Mid Kick	A
Grappling Knee	X+Y
Shoot	A+B

RIVAL STUN

L Knee	X
Knee, Catch Knee	X ▶ X+Y
Front Naked Choke ■	X+Y
Grappling Knee X3	A+B

FIGHTING ON YOUR FEET

John Lewis is one of the more colorful fighters in *UFC Tapout 2*. He's a very good striker with his hands and potent knee strikes. Lewis' strongest and most effective attacks come from the Front Step chart. You must be able to Front Step attack in order to maximize his skills. Abuse the Jab, Straight, Knee combo (B ▶ Y ▶ X). If it gets you a Rival Stun attack, use the Grappling Knee (X3 A+B). If you can string these moves together, it will be a quick and painful fight for your opponent.

STAMINA AND LIFE

Lewis has very good recovery skills and a decent life bar for a light weight. Both will be put to the test when taking on bigger fighters.

MOUNT TOP

L Punch	Y
L Punch X2 (COMBO 2)	Y ▶ Y
L Punch X3 (COMBO 2)	Y ▶ Y ▶ Y
R Punch	B
R Punch X2 (COMBO 2)	B ▶ B
R Punch X3 (COMBO 3)	B ▶ B ▶ B
L Body	X
R Body	A
Armbar ■	X+Y
Keylock ■	A+B

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	X+Y
Scarfhold ■	A+B
Punch Catch to Guard Top	Y+B

GUARD TOP

L Punch	Y
L Punch X2 (COMBO 2)	Y ▶ Y
L Punch X3 (COMBO 2)	Y ▶ Y ▶ Y
Feint R Punch	Y ▶ B
R Punch	B
Feint L Punch	B ▶ Y
R Punch X2	B ▶ B
R Punch X3 (COMBO 2)	B ▶ B ▶ B
L Body	X
Feint R Body	X ▶ A
R Body	A
Feint L Body	A ▶ X
Achilles Hold ■	X+Y
Catchstrike: Hook	A+B
Right Punch Catch to Mount Top	Y+B
Left Punch Catch to Sidemount Top	Y+B

GUARD BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	X+Y
Achilles Hold ■	A+B
Punch Catch to Mount Top	Y+B
Trapping Straight	X+A

BACKMOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sleeper Choke ■	X+Y
Stand	Y+A

TAKE IT TO THE MAT

Like most other standup fighters, John must use his quick combos, Feints, and Catchstrikes to pound out a victory. His R Punch combo (X3 ▶ B ▶ B ▶ B) is the most effective combo in both top positions. If you throw in an occasional Achilles submission attempt, your opponent may still be blocking enough to get you a rare submission win for Lewis.

HOW TO BEAT LEWIS

All of Lewis' combos start with a punch. Catch the first punch you can, take him to the mat, and pound him. Standing, simply block the first two strikes he attempts; most of the time, it will be a double jab. Then unleash your own combo. Kicks with good range also seem very effective against Lewis.

BACKMOUNT BOTTOM

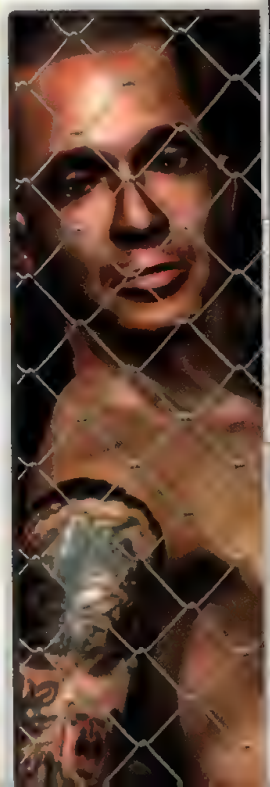
L Elbow	Y
R Elbow	B
L Elbow	X
R Elbow	A

SIDEMOUNT TOP

L Punch	Y
R Knee	B
L Knee	X
R Knee	A
Fujiwara Armbar ■	A+B
Keylock ■	X+Y

SIDEMOUNT BOTTOM

L Elbow	Y
R Knee	B
L Knee	X
R Knee	A



HEIGHT: 5'9"

WEIGHT: 155 lbs.

STYLE: Jiu-Jitsu

NICKNAME: The Prodigy

TEAM AFFILIATION: N/A

BJ PENN

STANDING

Straight	Y
Straight, Uppercut	Y ▶ B
Combo Blow (COMBO 2)	Y ▶ B ▶ Y
Jab, Hook X2, Kick (COMBO 3)	Y ▶ B ▶ Y ▶ A
Straight, Shin Kick	Y ▶ A
Jab	B
Jab, Straight	B ▶ Y
Jab, Straight, Upper (COMBO 2) ■	B ▶ Y ▶ B
Jab X2	B ▶ B
Jab X2, Hook	B ▶ B ▶ Y
Jab X2, Hook X2 (COMBO 2) ■	B ▶ B ▶ Y ▶ B
Jab, Low Kick	B ▶ A
L Low Kick	X
Front High Kick ■	A
Front Feint	Y+A
Back Feint	X+B
Shoot	X+Y
Shoot	A+B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A
Sprawl, Knee	X+A

FRONT STEP

Haymaker Hook	Y
Hook, Backhand ■	Y ▶ Y
Hook, Uppercut (COMBO 2) ■	Y ▶ B
R Uppercut	B
Uppercut, Straight	B ▶ Y
Uppercut, Jab, Kick (COMBO 2)	B ▶ Y ▶ X
Low Kick	X
R Mid Kick	A
Trapping Hook	X+Y
Hip Toss	A+B
Flying Armbar ■	Y+B
Low Kick Catch to Mount Top	X+A

BACK STEP

Straight	Y
Straight, Uppercut ■	Y ▶ B
Jab, Feint, Kick	Y ▶ X
Uppercut	B
L Low Kick	X
R Shin Kick	A
Shoot	X+Y
Shoot	A+B

RIVAL STUN

L Gravity Punch	Y
R Gravity Punch	B
Front Naked Choke ■	X+Y
Grappling Straight	A+B

LEFT STEP

L Back Knuckle ■	Y
Jab	B
Spinning High Kick	X
Spinning Mid Kick	A
Trapping Hook	X+Y
Hip Toss	A+B
Flying Armbar ■	Y+B
Low Kick Catch to Mount Top	X+A

RIGHT STEP

Straight	Y
Jab	B
L Low Kick	X
Spinning Mid Kick	A
Trapping Hook	X+Y
Hip Toss	A+B
Flying Armbar ■	Y+B
Low Kick Catch to Mount Top	X+A

FIGHTING ON YOUR FEET

BJ Penn is an explosive fighter who must be watched at all times in the Octagon. Just ask Cool Uno who learned the fight can be over in 11 seconds if you aren't careful with Penn. Fighting the standup game with Penn isn't difficult. He's good at using his fast hands to work great combos, such as the Jab Hook X2 to a Kick or the Jab Straight to Upper Rival Stun. After the Prodigy grows tired of repeatedly punching his opponents, he can sneak in for a fast Flying Armbar (Front Step Y+B), resulting in a spectacular finish.

STAMINA

BJ has one of the best stamina levels in the game. This is a great attribute with someone who can throw punches as fast as you can press buttons. Be careful when flurrying your combinations; his chin is pretty soft, and a couple good counters can end a fight that should have been easily won.

MOUNT TOP

L Punch	Y
R Punch	B
Punch X2	B ▶ Y
Punch X3 (COMBO 2)	B ▶ Y ▶ B
Punch X4 (COMBO 2)	B ▶ Y ▶ B ▶ Y
Punch X5 (COMBO 2)	B ▶ Y ▶ B ▶ Y ▶ B
L Body	X
R Body	A
Armbar ■	X+Y
Trapping Hook	A+B
Kneebar	X+A

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	X+Y
Achilles Hold ■	A+B
Punch Catch to Guard Top	Y+B

GUARD TOP

L Punch	Y
Feint R Punch	Y ▶ B
R Punch	B
R Punch X2	B ▶ B
R Punch X3 (COMBO 2)	B ▶ B ▶ B
L Body	X
Feint R Body	X ▶ A
R Body	A
Feint L Body	A ▶ X
Anklelock ■	X+Y
Catchstrike: Hook	A+B
Right Punch Catch to Mount Top	Y+B
Left Punch Catch to Sidemount Top	Y+B

GUARD BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	X+Y
Chicken Wing Lock ■	A+B
Punch Catch to Mount Top	Y+B
Grappling Straight	X+A

BACKMOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sleeper Choke ■	X+Y
Armbar ■	A+B

BACKMOUNT BOTTOM

L Elbow	Y
R Elbow	B
L Elbow	X
R Elbow	A

TAKE IT TO THE MAT

Penn is at home on the mat. As the first non-Brazilian to win the Black Belt BJJ World Championships, he has no one to fear on the ground. He can take his time and work to get Mount Top, where his combo punches inflict excellent damage. He has a nice Grappling Straight as well as a Trapping Straight to really finish off an opponent. When BJ wants to finish with style, he attempts one of his many fast submissions. Don't be afraid to throw a couple punches, then a Grappling Punch, followed up by a Submission. The opposition may think it's another grappling and counter incorrectly.

HOW TO BEAT PENN

Having a weak chin makes BJ susceptible to big punches. With a strong hitter, BJ can be backed into a corner and forced to trade punches. That's the battle that will defeat him. On the ground, one is safest working to get to Mount Top and throwing some big punches. With BJ's expertise in the ground game, a fighter has to be very vigilant and solid to come out alive.

SIDEMOUNT TOP

L Punch	Y
R Knee	B
L Knee	X
R Knee	A
Fujiwara Armbar ■	Y+X
Keylock ■	A+B

SIDEMOUNT BOTTOM

L Elbow	Y
R Knee	B
L Knee	X
R Knee	A

JENS PULVER

HEIGHT:
5'7"

WEIGHT:
154 lbs.

STYLE:
Miletich Fighting Systems

NICKNAME:
Little Evil

TEAM AFFILIATION:
Miletich Martial Arts

STANDING

Straight	Y
Straight, L Hook	Y ▶ Y
Straight, R Hook	Y ▶ B
Straight, Hook, Body (COMBO 2)	Y ▶ B ▶ Y
Jab	B
Jab X2 (COMBO 2)	B ▶ B
Jab X2, Straight (COMBO 3)	B ▶ B ▶ Y
Jab X3, Uppercut (COMBO 3)	B ▶ B ▶ Y ▶ B
Jab, L Low Kick	B ▶ X
L Low Kick	X
R Low Kick	A
Low Kick, Straight	A ▶ Y
Front Feint	Y+A
Back Feint	X+B
Catchstrike: Hook	X+Y
Shoot	A+B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A
Sprawl, Hook	Y+B
Sprawl, Knee	X+A

FRONT STEP

L Hook ■	Y
Hook, Clinch, Hook	Y ▶ A+B
R Hook ■	B
Hook X2 (COMBO 2)	B ▶ Y
Hook X3 (COMBO 3)	B ▶ Y ▶ B
L Mid Kick	X
Front Shin Kick	A
Catchstrike: Hook	X+Y
Shoot	A+B

BACK STEP

Haymaker Hook	Y
Haymaker Hook, Body (COMBO 2)	Y ▶ B
Jab X2, Hook (COMBO 3)	Y ▶ B ▶ Y
Hard Hook ■	B
Hard Hook, Straight	B ▶ Y
Knee ■	X
R Shin Kick	A

LEFT STEP

L Sway Hook ■	Y
L Sway Straight ■	B
Spinning High Kick	X
Spinning Mid Kick	A

RIGHT STEP

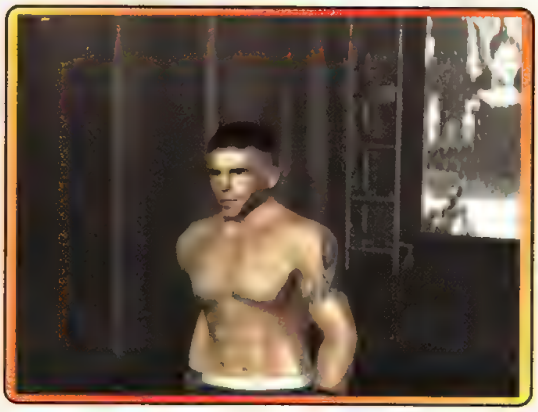
R Sway Straight ■	Y
R Sway Hook ■	B
L Low Kick	X
Spinning Mid Kick	A

RIVAL STUN

L Descending Chop	Y
L Chop, Catch: Hook	Y ▶ X+Y
R Descending Chop	B
Clinch, Knee Bash	X+Y

FIGHTING ON YOUR FEET

Pulver was the uncontested Light Weight Champion, beating the best fighters in the world, including Penn, Hallman, and Lewis. Pulver must work his step attacks to be effective on his feet. Hook Clinch is a nice power hit, and the Low Kick Straight is a good combo to prevent a catch or counter. Little Evil gets a lot of knockdowns and Rival Stuns, so use it to punish your opponent. Pulver must avoid big punches and work his fight to the ground to have a successful fight.



STAMINA

Pulver has good stamina and can run any combination he wants. He is lacking in his life, which limits him to only a few blows from a stronger fighter.

MOUNT TOP

L Punch	Y
R Punch	B
Punch X2	B ▶ Y
Punch X3 (COMBO 2)	B ▶ Y ▶ B
Punch Rush (COMBO 2)	B ▶ Y ▶ B ▶ Y
Machine Gun Punch (COMBO 2)	B ▶ Y ▶ B ▶ Y ▶ B
Machine Gun Rush (COMBO 2)	B ▶ Y ▶ B ▶ Y ▶ B ▶ Y
L Body	X
R Body	A
Feint R Punch	X+B
Catchstrike: Hook	X+Y
Keylock ■	A+B
Punch Catch to Backmount Top	Y+B

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	X+Y
Sweep	A+B
Punch Catch to Guard Top	Y+B

GUARD TOP

L Punch	Y
Feint R Punch	Y ▶ B
R Punch	B
R Punch X2	B ▶ B
R Punch X3 (COMBO 2)	B ▶ B ▶ B
L Body	X
Feint R Body	X ▶ A
R Body	A
Feint L Body	A ▶ X
Trapping Body, Hook	X+Y
Catchstrike: Hook	A+B
Right Punch Catch to Mount Top	Y+B
Left Punch Catch to Sidemount Top	Y+B

GUARD BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	X+Y
Sweep	A+B
Punch Catch to Mount Top	Y+B
Grappling Straight	X+A

BACKMOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sleeper Choke ■	X+Y
Catchstrike: Hook	A+B

TAKE IT TO THE MAT

Little Evil can really punish his opponents on the ground with several powerful and fast combinations. His punching power on the ground is more powerful than some heavy weights. The Machine Gun Punch or Rush leaves the victim little time to think before he's being carried out of the ring. Pulver wants Mount Top but will settle for Guard Top if he must. Work all of his combination hits, and don't worry about the submission.

HOW TO BEAT PULVER

Pulver is easiest to beat on his feet, and most fighters should be able to exchange with him. Lacking a strong chin, Pulver is susceptible to some big counters. On the mat, a fighter must work to get away before being buried by his powerful combination shots.

BACKMOUNT BOTTOM

L Elbow	Y
R Elbow	B
L Elbow	X
R Elbow	A

SIDEMOUNT TOP

L Punch	Y
R Knee	B
L Knee	X
R Knee	A
Fujiwara Armbar ■	X+Y
Keylock ■	A+B

SIDEMOUNT BOTTOM

L Elbow	Y
R Knee	B
L Knee	X
R Knee	A

JENS PULVER

MATT SERRA

HEIGHT: 5'6"

WEIGHT: 169 lbs.

STYLE: Renzo Gracie Jiu-Jitsu

HOMETOWN: The Terror

TEAM AFFILIATION: Renzo Gracie Jiu-Jitsu

STANDING

Straight	Y
Straight, Hook	Y ▶ Y
Straight, Uppercut ■	Y ▶ B
Straight, Low Kick	Y ▶ A
Jab	B
Jab, Straight	B ▶ Y
Jab, Straight, Kick	B ▶ Y ▶ X
Jab X2 (COMBO 2)	B ▶ B
Jab, Low Kick	B ▶ X
L Front Low Kick	X
R Front Low Kick	A
Front Low Kick, Jab	A ▶ B
Low Kick, Jab, Hook (COMBO 2) ■	A ▶ B ▶ Y
Shoot	X+Y or A+B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A
Front Feint	Y+A
Back Feint	X+B
Sprawl, Armlock ■	X+B

FRONT STEP

L Hook	Y
Hook X2 (COMBO 2) ■	Y ▶ B
Hook, Low Kick	Y ▶ X
Jab	B
Jab X2	B ▶ B
Jab, Hook ■	B ▶ B ▶ Y
L Mid Kick	X
Side High Kick	A
Shoot	X+Y
Hip Toss	A+B
Parry Punch	Y+B

BACK STEP

Straight	Y
Uppercut	B
Low Kick	X
Spinning Mid Kick ■	A
Shoot	X+Y or A+B

LEFT STEP

L Hook	Y
Jab	B
Spinning High Kick	X
Spinning Mid Kick	A
Shoot	X+Y
Hip Toss	A+B
Parry Punch	Y+B

RIGHT STEP

L Hook	Y
Jab	B
Low Kick, Jab, Hook	X
Spinning Mid Kick	A
Shoot	X+Y
Hip Toss	A+B
Parry Punch	Y+B

RIVAL STUN

Front Naked Choke ■	X+Y
Triangle Choke ■	A+B

FIGHTING ON YOUR FEET

Matt Serra is a formidable fighter who has given the best fighters in the world all they can handle. Matt has a great Low Kick Jab to a Hook and a few decent punches. His feet are definitely stronger than his hands, and a Spinning Mid Kick will back the enemy away to give Serra room to move. He also possesses some unique moves, such as the Parry Punch to counter an opponent's punch and leave him open for quick strike. The surprising Sprawl to an Armbar is another valuable attack to counter a shoot. Matt can win fights on his feet, but his chances increase dramatically if the match goes to the ground.

STAMINA AND LIFE

The Terror's stamina is very good and enables him to rain punches and transition into submissions with little effect on his bar. Serra can take the best punch of all the light weights.

MOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Armbar ■	X+Y
Keylock ■	A+B
Punch Catch to Backmount Top	Y+B

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	X+Y
Scarf Hold	■A+B
Punch Catch to Guard Top	Y+B

GUARD TOP

L Punch	Y
Feint R Punch	Y ▶ B
R Punch	B
Feint L Punch	B ▶ Y
L Body	X
Feint R Body	X ▶ A
R Body	A
Feint L Body	A ▶ X
Achilles Hold ■	X+Y
Trapping Straight	A+B
Right Punch Catch to Mount Top	Y+B
Left Punch Catch to Sidemount Top	Y+B

GUARD BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Fujiwara Armbar ■	X+Y
Triangle Choke ■	A+B
Achilles Hold ■	X+A
Punch Catch to Mount Top	Y+B
Trapping Straight	X+A

BACKMOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sleeper Choke ■	X+Y
Armbar ■	A+B
Punch Catch to Inverted Armbar ■	Y+B
Stand	Y+A

BACKMOUNT BOTTOM

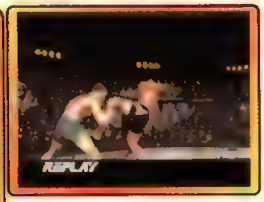
L Elbow	Y
R Elbow	B
L Elbow	X
R Elbow	A

TAKE IT TO THE MAT

As a Black Belt in Gracie Jiu-Jitsu, Serra the Terror is most comfortable from his Guard. His striking is effective to the body, but his submissions are fast, precise, and concrete. Set up a submission with a punch or two, then hit an Achilles Hold or Fujiwara Armbar. Matt fights best from the ground and will keep an opponent busy countering his submissions. Matt can execute his submissions so quickly that you should expect your attempt to be countered and be ready to execute another submission before your opponent gets set.

HOW TO BEAT SERRA

Serra has such good stamina and chin that defeating him is difficult. A fighter's best bet is to stay on his feet against Serra. As a BJJ expert, the ground is Serra's domain, and you're safest trying for the knockout. On the ground, don't let up with your attack or fall victim to one of his many submissions.

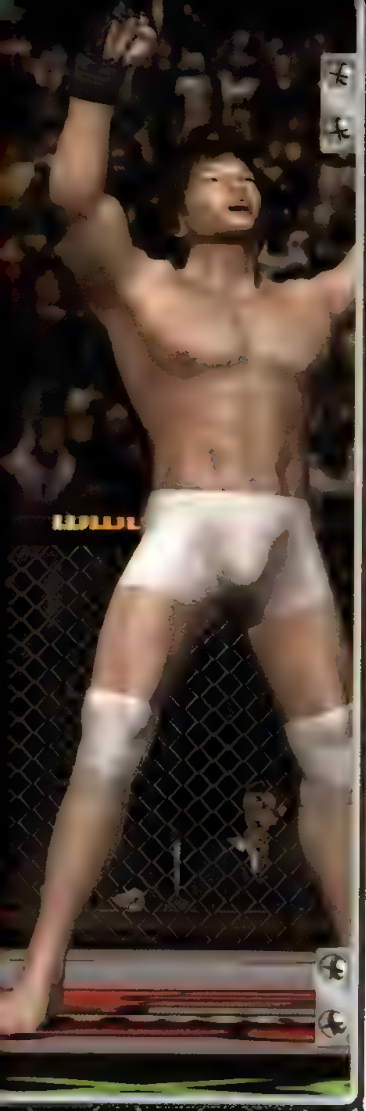


SIDEMOUNT TOP

L Punch	Y
R Knee	B
L Knee	X
R Knee	A
Fujiwara Armbar ■	A+B
Keylock ■	X+Y

SIDEMOUNT BOTTOM

L Elbow	Y
R Knee	B
L Knee	X
R Knee	A



CAOL UNO

HEIGHT: 5'7"

WEIGHT: 154 lbs.

STYLE: Wajutsu and Wrestling

HOMETOWN: Toshihiko

TEAM AFFILIATION: Wajutsu Heisyukai

STANDING

Straight	Y
Straight, Uppercut ■	Y ▶ Y
Straight X2	Y ▶ B
Straight X2, Knee ■	Y ▶ B ▶ A
Tri Combo, Mid Kick (COMBO 2)	Y ▶ B ▶ A ▶ X
Jab	B
Jab, Straight (COMBO 2)	B ▶ Y
Jab, Straight, UPPER (COMBO 2)	B ▶ Y ▶ B
Jab X2, UPPER, Hook (COMBO 2)	B ▶ Y ▶ B ▶ Y
Jab, Straight, Kick (COMBO 2)	B ▶ Y ▶ X
Jab X2 (COMBO 2)	B ▶ B
Jab X2, Straight (COMBO 3)	B ▶ B ▶ Y
Jab X3, Hook (COMBO 4)	B ▶ B ▶ Y ▶ Y
Jab X3, Hook (COMBO 4)	B ▶ B ▶ Y ▶ B
L Low Kick	X
R Mid Kick	A
Front Feint	Y+A
Back Feint	X+B
Shoot	X+Y
Shoot	A+B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A
Catchstrike: Knee	X+A

FRONT STEP

Short Uppercut	Y
R Hook	B
R Hook, Low Kick (COMBO 2)	B ▶ X
L High Kick	X
R Low Kick	A
Double Leg Shoot	X+Y or A+B
Low Kick Catch to Mount Top	X+A

BACK STEP

Haymaker Hook	Y
Gazelle Punch	B
L Front Kick ■	X
R Flying Kick ■	A
Flying Kick X2 (COMBO 2)	A ▶ X
Shoot	X+Y
Shoot	A+B
Taunt	X+A

LEFT STEP

L Descending Chop ■	Y
R Elbow	B
L Knee	X
Low Kick	A

RIGHT STEP

Long Straight	Y
Body Straight	B
Spinning High Kick	X
Low Kick	A

RIVAL STUN

Front Choke	X+Y

FIGHTING ON YOUR FEET

Caol has an unorthodox style and strong standup attack. His punches aren't backed by a lot of power, but they are very fast, and his combos are great for trying to get in a counter blow. Use his Y ▶ B ▶ A combo, which mixes punches and a Rival Stun Knee. Keep moving around your opponent, getting in a combo or kick, and then protecting to setup for another series. Back Step attacks are his hardest hitting and most unique, so mix those into your fight plan. Caol also has his famous Flying Kick combo and Taunt where he lies in the middle of the mat. Both are fight rituals for Caol.

STAMINA

Caol has good stamina and doesn't have to worry about punching himself out. His life is at a decent level, but don't take too many hard hits.

MOUNT TOP

L Punch	Y
R Punch	B
R Punch X2	B ▶ B
L Body	X
R Body	A
Kneebar ■	X+Y
Keylock ■	A+B
Punch Catch to Backmount Top	Y+B

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	X+Y
Sweep	A+B
Punch Catch to Guard Top	Y+B

GUARD TOP

L Punch	Y
R Punch	B
L Body	X
Feint R Body	X ▶ A
R Body	A
Feint L Body	A ▶ X
Kneebar ■	X+Y
Catchstrike: Hook	A+B
Right Punch Catch to Mount Top	Y+B
Left Punch Catch to Sidemount Top	Y+B

GUARD BOTTOM

L Punch	Y
Punch X2	Y ▶ B
R Punch	B
R Punch X2	B ▶ B
L Body	X
R Body	A
Sweep	X+Y
Sweep	A+B
Grappling Straight	X+A

BACKMOUNT TOP

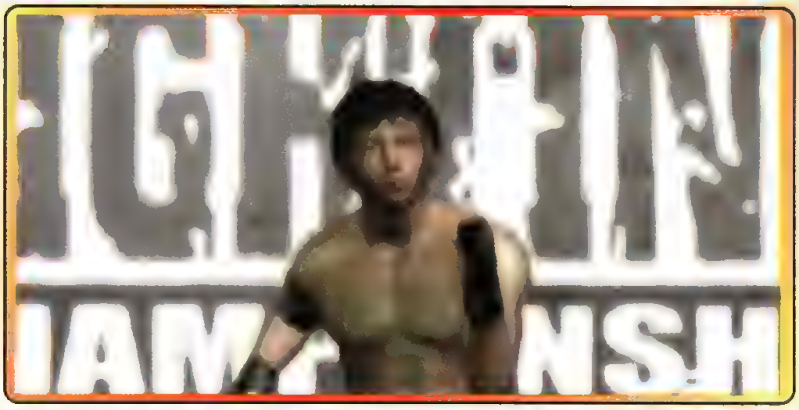
L Punch	Y
R Punch	B
R Punch X2	B ▶ B
L Body	X
R Body	A
Rear Naked Choke ■	X+Y

BACKMOUNT BOTTOM

L Elbow	Y
R Elbow	B
L Elbow	X
R Elbow	A

TAKE IT TO THE MAT

On the mat, Caol hits hard for a light weight. Wait for openings in your opponent's guard, and hit him with some body shots. Caol is very fast and can counter the opposition's attempts at a submission and even work some of his own. Work to Top Mount and weaken the other fighter with several hits before attempting a submission. Be careful going to the ground unless you can maintain top positioning. Your safer bet is to stay on your feet.



HOW TO BEAT UNO

Beating Uno on his feet is as easy as blocking his counters and working your punches through. His punches are fast but have little power backing them. Avoid getting caught in a series of combo hits from Caol and being drawn into a counter blow. On the mat, worry more about his punches and less about the few submissions he has. Work to gain mount, and then throw the fists at him.

SIDEMOUNT TOP

L Punch	Y
R Knee	B
L Knee	X
R Knee	A
Fujiwara Armbar ■	Y+X
Keylock ■	A+B

SIDEMOUNT BOTTOM

L Elbow	Y
R Knee	B
L Knee	X
R Knee	A

CAREER MODE

CAREER MODE (CREATE FIGHTER)

In Career Mode, you create your own fighter from scratch and build him up through a series of sparring matches and tournaments.

Career Mode begins before the first Tournament, allowing you a number of weeks to spar against one of six Masters, or one of the named opponents in the Sparring selection. Choosing Rest eats up one week but restores HP to your fighter.

PREVIEW THE REWARDS

Select Sparring, highlight an opponent, and push to the right to see what's earned from defeating the opponent. For the named fighters, pushing to the right twice shows both the move acquired and the statistical bonus.

SPARRING

While sparring through opponents, keep the following things in mind:

- Lose a match, and you get nothing.
- Win a match without completing the challenge, and you earn the stats increase but not the new move.
- Win a match, meeting the conditions, and you earn both the stats and the new move.
- Defeat a named opponent, meeting the condition, and that opponent vanishes from the sparring list.
- A Master never goes away, even if beaten.
- Undefeated named opponents carry over after Tournaments, except the fifth Tournament.

WINNING CONDITIONS

Pay close attention to the winning conditions listed for sparring against each of the named fighters. Keep in mind that "Win the bout" is not the same as "KO your opponent"! Before taking on a named opponent, be sure you have the ability to meet the conditions given. For example, if you must cause an opponent to tap out from a certain position, check your move list to verify you have a submission in that position.

If, during the match, you forget the winning condition, pause the game and the condition appears below the pause menu.

TOURNAMENT

After using up the given number of weeks with either sparring or resting, your fighter is placed in an eight-man Tournament. You must win three matches to claim that tournament's crown. Win or lose, reaching the finals bestows some stat increases to your fighter.

After each Tournament, this process repeats itself. You are given a certain number of weeks to rest or spar. There are a total of five Tournaments. After the fifth Tournament, your character's training is complete. No more moves can be learned, and stats are locked.

FIGHTING STYLE EXAMPLE CHARACTERS

NAME Electric Boogaloo
NICK NAME ??

STYLE	CAPOEIRA
COUNTRY	Trinidad Tobago
HOME TOWN	Groove
STRENGTH	Cat-Like Reflexes
	Excellent Conditioning
	Extremely Quick and Agile

NAME Masked Degular
NICK NAME [illegible]

STYLE	PRO WRESTLING
COUNTRY	U.S.A
HOME TOWN	Lawrence
STRENGTH	Experienced New Jack Hustler
	[illegible]
	Power

NAME Trogdor Burninashn
NICK NAME The Impaler

STYLE	JIU-JITSU
COUNTRY	U.S.A
HOME TOWN	Thecheatla
STRENGTH	Cat-Like Reflexes
	Experienced Jiu-Jitsu Expert
	Just Plain Bad

NAME Xian Zummer
NICK NAME The Impaler

STYLE	[illegible]
COUNTRY	Germany
HOME TOWN	Munich
STRENGTH	Big and Powerful
	Just Plain Bad
	Loud and Powerful Voice

NAME Devon Soccerguy
NICK NAME Thunder Knuckles

STYLE	KARATE
COUNTRY	England
HOME TOWN	Leeds
STRENGTH	Cat-Like Reflexes
	Concentrated on Conditioning
	Master Striker

NAME Tyke D'Gabrial
NICK NAME Mascara

STYLE	STREET FIGHT
COUNTRY	Suriname
HOME TOWN	Somewhere
STRENGTH	Big and Powerful
	Devastating Puncher
	Very Experienced Fighter

NAME Chump Change
NICK NAME Charlie Horse

STYLE	KICK BOXING
COUNTRY	U.A.E
HOME TOWN	???
STRENGTH	'Ground and Pound' Stylist
	Always Keeps His Cool
	Big and Powerful

NAME Ebert Grande
NICK NAME The Unstoppable Force

STYLE	SUMO
COUNTRY	[illegible]
HOME TOWN	Kyoto
STRENGTH	Big and Powerful
	Excellent Striker
	Good Striking Power

NAME [illegible]
NICK NAME [illegible]

STYLE	[illegible]
COUNTRY	U.S.A
HOME TOWN	???
STRENGTH	[illegible]
	[illegible]
	'Ground and Pound' Stylist

NAME Randy Tranhburgh
NICK NAME Sweet Sugar

STYLE	TAE KWON DO
COUNTRY	U.S.A
HOME TOWN	Pensacola
STRENGTH	Likes the Clinch
	Looks Sharp in a Tux
	Smashing Machine

NAME Zero Tolerance
NICK NAME The Pit Bull

STYLE	WRESTLING
COUNTRY	U.S.E
HOME TOWN	[illegible]
STRENGTH	Big and Powerful
	[illegible] on the Ground
	Quick on the Mat

CAPOEIRA

Unlock Capoeira by losing the first match of the first Tournament one time.

Capoeira is all about movement, which is evident from the moves available through sparring in the Career Mode. Quick combos, step attacks, and Rival Stun follow-up strikes are plentiful. If you're looking to mix it up on the mat, look elsewhere for a created fighter.

STANDING

Straight	Y
Jab	B
Low Kick	X
Shin Kick	A
Feint	Y+A
Back Feint	X+B
Shoot	X+Y or A+B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A

RIVAL STUN

Front Naked Choke	X+Y

FRONT STEP

Shoulder Rush	B
Uppercut	Y
High Kick	A
High Kick	X
Shoot	X+Y or A+B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A

BACK STEP

Straight	B
Straight	Y
Push Kick	A
Shin Kick	X
Shoot	X+Y or A+B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A

LEFT STEP

Jab	B
Spinning Mid Kick	A
Spinning High Kick	X

RIGHT STEP

Jab	B
Low Kick	X
Spinning Mid Kick	A

MOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Armlock	X+Y
Armlock	A+B

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	X+Y or A+B
Punch Catch to Guard Top	Y+B

BACKMOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sleeper Choke	X+Y
Stand	Y+A

BACKMOUNT BOTTOM

L Elbow	Y
R Elbow	B

GUARD TOP

L Punch	Y
L Feint, R Punch	Y ▶ B
R Punch	B
R Feint, L Punch	B ▶ Y
L Body	X
L Feint, R Body	X ▶ A
R Body	A
R Feint, L Body	A ▶ X
Hold Hook	X+Y or A+B
Left Punch Catch to Sidemount Top	Y+B
Right Punch Catch to Mount Top	Y+B

GUARD BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	X+Y or A+B
Punch Catch to Mount Top	Y+B
Grappling Straight	X+A

SIDEMOUNT TOP

L Punch	Y
R [illegible]	[illegible]
L Knee	X
R [illegible]	[illegible]
Fujiwara Armbar	X+Y
Keylock	X+B

SIDEMOUNT BOTTOM

L Elbow	Y
R [illegible]	[illegible]
L Knee	X
R Knee	A

FIGHTER NAME	LEVEL	UNLOCKED MOVE
Koji Ando	1	Jab, Low Kick (Standing: B ▶ X)
Dios Savie	2	Straight, Uppercut (Standing: Y ▶ B)
Cannon Richard	3	R Elbow (Rival Stun: B)
NorthTail	4	Spinning High Kick (Front Step: A)
Pierre Kennet	5	Swaying Punch (Back Step: Y)
Don Hender	7	Flying Spin Kick (Back Step: A)
Dyan Gregory	9	Jab, Hook (Standing: B ▶ Y)
Kamolphan Kiatsongrit	9	Jab X2 (Standing: B ▶ B)
Bomb Zip	10	Straight, Sweep K (Standing: Y ▶ A)
Hwang Sun Il	10	Sliding Kick (Standing: A)
Yuhki Gondo	11	High Speed Shoot (Standing: A+B)
Simo	11	L Elbow (Rival Stun: Y)
Dump Habbott	12	Spinning Back Fist (Front Step: B)
Tuyoshi Mitamura	12	Uppercut, Jab (Front Step: Y ▶ B)
Marilo Samurai	13	Straight Combo (Back Step: B ▶ Y)
Marco Copland	14	Overhand Straight (Left Step: Y)
Yosiki Takahara	14	Overhand Straight (Right Step: Y)
Senko Muto	15	Clench (Guard Bottom: X+Y)
Andriy Silva	17	Front Kick (Rival Stun: X)
Ivan Tomchanchyn	18	Guillotine Choke (Rival Stun: A+B)
Kazuki Fuguta	19	Leg Scissors (Front Step: A+X)
Dawn Klein	20	Catchstrike: Hook (Front Step: X+Y)
Randy Cuper	21	Punch X2 (Left Step: Y+B)
Earnesto Costa	21	Jab, High Kick (Right Step: B ▶ A)
Kim Kafon	21	Feint Punch (Mount Top: B+X)
Kenny Gresham	22	TK Scissors (Mount Bottom: A+X)
Randy Hug	25	Catchstrike: Knee (Front Step: A+B)
Alessandro Galialin	28	Armbar (Mount Top: X+Y)
Jackson Gregory	29	Chicken Wing Lock (Guard Bottom: A+B)
Mas Ohara	30	Flying Armbar (Front Step: B+Y)
Emperor Kuroda	30	Flying Armbar (Back Step: X+Y)

JIU-JITSU

Jiu-Jitsu works well from the Guard position, and the move learned through sparring that actually pulls opponents into you emphasizes this point. Jiu-Jitsu's focus on the ground game becomes increasingly evident as you progress and learn new moves. Eleven of the last 12 moves available are either position changes or submissions.

STANDING

Straight	Y
Hook	B
Inside Low Kick	X
Low Kick	A
Feint	Y+A
Back Feint	X+B
Shoot	X+Y or A+B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A

RIVAL STUN

Front Naked Choke	X+Y

FRONT STEP

Body Jab	B
Body Jab, Uppercut	B ▶ Y
Short Hook	Y
High Kick	B
Mid Kick	X
Shoot	X+Y or A+B
Shoot	X+Y or A+B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A

BACK STEP

Uppercut	B
Uppercut, Shin Kick	B ▶ X
Straight	Y
R Kick	A
L Shin Kick	X
Shoot	X+Y or A+B
Punch Reversal	Y+B
Kick Reversal	X+A

LEFT STEP

Jab	B
Spinning High Kick	X
Retreating Mid RK	A

RIGHT STEP

Jab	B
Low Kick	X
Spinning Mid Kick	A

MOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Armlock	X+Y
Armlock	A+B

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Escape to Guard	X+Y
Escape to Guard	A+B
Punch Catch to Guard Top	Y+B

BACKMOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sleeper Choke	X+Y
Stand	A+B

BACKMOUNT BOTTOM

L Punch	Y
R Punch	B

GUARD TOP

L Punch	Y
L Feint, R Punch	Y ▶ B
R Punch	B
R Feint, L Punch	B ▶ Y
L Body	X
L Feint, R Body	X ▶ A
R Body	A
R Feint, L Body	A ▶ X
Hold Hook	X+Y or A+B
Punch Reversal to Mount Top	Y+B

GUARD BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	X+Y or A+B
Punch Catch to Mount Top	Y+B
Grappling Straight Punch	X+A

SIDEMOUNT TOP

L Punch	Y
R [illegible]	[illegible]
L Knee	X
R [illegible]	[illegible]
Fujiwara Armbar	X+Y
Keylock	[illegible]

SIDEMOUNT BOTTOM

L Elbow	Y
R [illegible]	[illegible]
L Knee	X
R Knee	A

FIGHTER NAME	LEVEL	UNLOCKED MOVE
KoKoji Ando	1	Hook, Low Kick (Standing: B ▶ X)
Dios Savie	2	Hook X2 (Standing: B ▶ B)
Cannon Richard	3	Straight, Low Kick (Standing: Y ▶ X)
NorthTail	4	Side Mid Kick (Front Step: A)
Pierre Kennet	5	Mid Kick (Back Step: A)
Don Hender	7	Hook (Mount Top: B)
Dyan Gregory	9	Armbar (Mount Top: A+X)
Kamolphan Kiatsongrit	9	Punch Reversal (Mount Top: Y+B)
Bomb Bip	10	Achilles Hold (Guard Top: X+Y)
Hwang Sun Il	10	Triangle Armbar (Guard Bottom: A+B)
Yuhki Gondo	11	Hook Uppercut (Standing: B ▶ Y)
Dump Habbott	12	Low Kick, Jab (Standing: X ▶ Y)
Tuyoshi Mitamura	12	Self Takedown (Standing: A+B)
Jin Tompkins	13	Knee (Front Step: X)
Marco Copland	14	Shoulder Throw (Front Step: A+B)
Yosiki Takahara	14	Victor Armbar (Back Step: A+B)
Francesco Ferrer	16	Chicken Wing Lock (Mount Top: A+B)
Gerard Banner	17	Sweep (Backmount Bottom: A+B)
Andriy Silva	17	Armlock (Guard Bottom: X+Y)
Antony Hogueira	18	Straight, Uppercut (Standing: Y ▶ Y)
Luis Gregory	19	Low Shoot (Standing: X+Y, X+Y)
Kazuki Fuguta	19	Haymaker Hook (Rival Stun: B)
Dawn Klein	20	Hip Toss (Front Step: X+Y)
Kazu Takarada	20	RK Reversal (Front Step: X+A)
Randy Cuper	21	Spin Kick (Back Step: X)
Kenny Gresham	22	Fujiwara Armbar (Backmount Top: Y+B)
Marc Hunter	22	RP Catch to Armbar (Guard Bottom: Y+B)
Rick Mayer	22	LP Catch to Armbar (Standing: Y+B)
Hideki Yasida	23	Flying Armbar (Front Step: B+Y)
Rettle Snale	24	Shoot (Left Step: X+Y)
Mt. Toba	26	Rear Naked Choke (Backmount Top: X+Y)
Alessandro Galialin	28	Sweep (Guard Bottom: X+A)
Jackson Gregory	29	RP Catch to Scarfhold (Standing: Y+B)
Konde Tora	29	Sprawl, Naked Choke (Standing, Shoot Reversal: B+X)

KARATE

Unlock Karate by winning the fifth Tournament one time.

If you're looking for a discipline that fights on (and with) its feet, give Karate a long look. Ground moves don't appear among the moves learned in sparring until later in Career Mode. The early moves are quick combos, many of which are step moves. If your skills with step attacks

STANDING

L Punch	Y
R Punch	B
Low Kick	X
Upper Kick	A
Feint	Y+A
Back Feint	X+B
Shoot	X+Y or A+B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A

RIVAL STUN

Front Naked Choke	X+Y

FRONT STEP

Uppercut	B
Knife Chop	Y
L High Kick	A
Side Kick	X
Shoot	X+Y or A+B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A

BACK STEP

R Chop	B
L Haymaker Elbow	Y
RK	A
Front Kick	X
Shoot	X+Y or A+B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A

LEFT STEP

Upper Punch	B
Backward Kick	A
Mid Kick	X

RIGHT STEP

L Punch	B
Lower Kick	X
Mid Knee Kick	A

MOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Armlock	X+Y
Armlock	A+B

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	X+Y
Sweep	A+B
Punch Catch to Guard Top	Y+B

BACKMOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sleeper Hold	X+Y
Stand	A+B

BACKMOUNT BOTTOM

L Punch	Y
R Punch	B

GUARD TOP

L Punch	Y
L Feint, R Punch	Y ▶ B
R Body	B
L Body	X
L Feint, R Body	X ▶ A
R Body	A
R Feint, L Body	A ▶ X
Hold Hook	X+Y or A+B
Punch Catch to Mount Top	Y+B

GUARD BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Grappling Straight	X+A
Sweep	X+Y or A+B
Punch Catch to Mount Top	Y+B

SIDEMOUNT TOP

L Punch	Y
R [illegible]	[illegible]
L Knee	X
R [illegible]	[illegible]
Fujiwara Armbar	X+Y
Keylock	A+B

SIDEMOUNT BOTTOM

L Elbow	Y
R [illegible]	[illegible]
L Knee	X
R Knee	A

FIGHTER NAME	LEVEL	UNLOCKED MOVE
Koji Ando	1	LP, Low Kick (Standing: Y I► X)
Dios Savie	2	R, L Punch Combo (Standing: B I► Y)
Cannon Richard	3	R Punch Combo (Standing: B I► B)
NorthTail	4	Knife Chop, R Punch (Front Step: Y I► B)
Pierce Kennet	5	L Uppercut, R Punch (Front Step: B I► Y)
Don Hender	7	L Chop, Uppercut (Back Step: Y I► B)
Dyan Gregory	9	L, R Punch Combo (Standing: Y I► B)
Kamolphan Kiatsongrit	9	L Punch Combo (Standing: Y I► Y)
Hwang Sun Il	11	LK, RK (Standing: X I► A)
Yuhki Gundo	11	Knife Chop, Kick (Front Step: Y I► X)
Simo	11	Lifting Slam (Front Step: A+B)
Dump Habbott	12	Front Kick, L Punch (Back Step: X I► Y)
Tuyoshi Mitamura	12	Charged Punch (Right Step: B)
Marilo Samurai	13	R Punch x2 (Mount Top: B I► B)
Jin Tompkins	13	Chicken Wing Lock (Mount Top: A+B)
Senki Muto	15	Lifting Slam (Standing: X+Y)
Sea Dancer	15	Heel Strike (Rival Stun: X)
Francesco Ferrer	16	LK, Rear Spin Kick (Front Step: X I► A)
Rumine Kato	16	Punch x2 (Left Step: Y)
Gerard Banner	17	Flying Kick (Right Step: X)
Andriy Silva	17	R Punch x3 (Mount Top: B I► B I► B)
Ivan Tomchanchyn	18	Armbar (Mount Top: X+Y)
Anthony Hogueira	18	R Punch x2 (Guard Top: B I► B)
Kazu Takarada	20	R Backfist (Standing: A+B)
Randy Cuper	21	LP Catch to Armbar (Standing: Y+B)
Earnesto Costa	21	RP Catch to Scarfhold (Standing: Y+B)
Kim Kafon	21	Charged R Punch (Rival Stun: B)
Kenny Gresham	22	Leg Scissors (Front Step: A+X)
Rick Mayer	22	Knee, High Kick (Right Step: A I► A)
Kenta Ohashi	23	Kneebar (Mount Top: A+X)
Hideki Yasida	23	Punch Reversal (Mount Top: Y+B)
Akebana	23	Triangle Choke (Backmount Top: A+B)
Rettle Snale	24	LP Catch to Fujiwara Armbar (Backmount Bottom: Y+B)
Randy Hug	25	R Punch x3 (Guard Top: B I► B I► B)
Jigoro Sano	25	Armbar (Guard Bottom: A+B)
Jackson Gregory	29	Flying Armbar (Front Step: B+Y)
Ogre Hammer	30	Achilles Hold (Mount Bottom: A+B)
Mas Ohara	30	RP Catch to Armbar (Backmount Bottom: Y+B)
Emperor Kuroda	30	R Punch Catch to Armbar (Guard Bottom: Y+B)

KICK BOXING

Meet the style voted most likely to keep the fight upright. A glance over the moves learned through sparring reveals that only five ground techniques can be learned, with the first one appearing with a Level 21 fighter! This is a powerful style, but not one to select if you're looking for a ground game.

STANDING

Straight	Y
Jab	B
High Kick	X
Low Kick	A
Feint	Y+A
Back Feint	X+B
Shoot	X+Y or A+B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A

RIVAL STUN

Front Naked Choke	X+Y

FRONT STEP

Body Jab	B
Hook	Y
High Kick	A
L Mid Kick	X
Shoot	X+Y or A+B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A

BACK STEP

Power Jab	B
Swaying Punch	Y
R Kick	A
Shin Kick	X
Shoot	X+Y or A+B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A

LEFT STEP

Jab	B
Spinning Mid Kick	A
Spinning High Kick	X

RIGHT STEP

Jab	B
Low Kick	X
Spinning Mid Kick	A

MOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Armlock	X+Y
Armlock	A+B

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	X+Y or A+B
Punch Catch to Guard Top	Y+B

BACKMOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sleeper Choke	X+Y
Stand	Y+A

BACKMOUNT BOTTOM

L Punch	Y
R Punch	B

GUARD TOP

L Punch	Y
L Feint, R Punch	Y ▶ B
R Punch	B
R Feint, L Punch	B ▶ Y
L Body	X
L Feint, R Body	X ▶ A
R Body	A
R Feint, L Body	A ▶ X
Hold Hook	X+Y or A+B
Left Punch Catch to Sidemount Top	Y+B
Right Punch Catch to Mount Top	Y+B

GUARD BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	X+Y or A+B
Punch Catch to Mount Top	Y+B
Grappling Straight	X+A

SIDEMOUNT TOP

L Punch	Y
R [illegible]	[illegible]
L Knee	X
R [illegible]	[illegible]
Fujiwara Armbar	X+Y
Keylock	A+B

SIDEMOUNT BOTTOM

L Elbow	Y
R [illegible]	[illegible]
L Knee	X
R Knee	A

FIGHTER NAME	LEVEL	UNLOCKED MOVE
Koji Ando	1	Jab, Low Kick (Standing: B ▶ X)
Dios Savie	2	Jab, Straight (Standing: B ▶ Y)
Cannon Richard	3	Jab X2 (Standing: B ▶ B)
NorthTail	4	Straight, Low Kick (Standing: Y ▶ X)
Pierre Kennet	5	Mid Kick (Standing: X+A)
Don Hender	7	Body Jab, Low Kick (Front Step: B ▶ X)
Dyan Gregory	9	Uppercut (Front Step: Y)
Kamolphan Kiatsongrit	9	Knee (Back Step: X)
Yuhki Gondo	11	Straight, Uppercut (Standing: Y ▶ B)
Dump Habbott	12	R Elbow (Rival Stun: B)
Tuyoshi Mitamura	12	Jab, Straight (Front Step: B ▶ Y)
Marilo Samurai	13	High Kick (Front Step: A)
Jin Tompkins	13	Spinning Kick (Front Step: X)
Marco Copland	14	Hick Kick (Back Step: A)
Yosiki Takahara	14	Overhand Straight (Left Step: Y)
Senki Muto	15	Overhand Straight (Right Step: Y)
Luis Gregory	19	L Elbow (Rival Stun: Y)
Kazuki Fuguta	19	Front Kick (Rival Stun : X)
Dawn Klein	20	Body Jab, Uppercut (Front Step: B ▶ B)
Kazu Takarada	20	High Hook (Front Step: X+Y)
Randy Cuper	21	R Feint Punch (Mount Top: B+X)
Ernesto Costa	21	Clench (Guard Bottom: X+Y)
Kenta Ohashi	23	High Speed Shoot (Standing: A+B)
Akebana	23	Body Jab, High Kick (Front Step: B ▶ X+A)
Rettle Snale	24	Catchstrike: Knee (Front Step: A+B)
Randy Hug	25	Armbar (Mount Top: X+Y)
Jigoro Sano	25	TK Scissors (Mount Bottom: A+X)
Emperor Kuroda	30	Chicken Wing Lock (Guard Bottom: A+B)

MUAY THAI

Another discipline that prefers to keep fights upright, Muay Thai incorporates more than a few elbows and knees into your fighter's arsenal. If you want to create a fighter as close as possible to real world Muay Thai fighter, learn every elbow and knee technique available and employ that Catchstrike: Knee at every opportunity.

STANDING

Straight	Y
Jab	B
Low Kick	X
Front Kick	A
Feint	Y+A
Back Feint	X+B
Shoot	X+Y or A+B
Right Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A

RIVAL STUN

Front Naked Choke	X+Y

FRONT STEP

Uppercut Elbow	[illegible]
Hook	[illegible]
Inside Low Kick	A
L Mid Kick	X
Shoot	X+Y or A+B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A

BACK STEP

Straight	[illegible]
Body Straight	Y
R Kick	A
L Low Kick	X
Shoot	X+Y or A+B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A

LEFT STEP

Jab	B
[illegible]	[illegible]
Spinning High Kick	X

RIGHT STEP

Jab	B
Low Kick	[illegible]
Spinning Mid Kick	A

MOUNT TOP

L Punch	Y
R Punch	[illegible]
L Body	X
R Body	[illegible]
Armlock	X+Y
Armlock	[illegible]

MOUNT BOTTOM

L Punch	Y
R Punch	[illegible]
L Body	X
R Body	[illegible]
Sweep	X+Y or A+B
Punch Catch to Guard Top	Y+B

BACKMOUNT TOP

L Punch	Y
R Punch	[illegible]
L Body	X
R Body	[illegible]
Sleeper Choke	X+Y
Stand	[illegible]

BACKMOUNT BOTTOM

L Punch	Y
R Punch	[illegible]

GUARD TOP

L Punch	Y
L Feint, R Punch	Y, B
R Punch	B
R Feint, L Punch	B, Y
L Body	X
L [illegible]	[illegible]
R Body	A
R Feint, L Body	A, X
Hold Hook	X+Y or A+B
Left Punch Catch to Sidemount Top	Y+B
Right Punch Catch to Mount Top	Y+B

GUARD BOTTOM

L Punch	Y
R Punch	[illegible]
L Body	X
R Body	A
Sweep	X+Y or A+B
Grappling Straight	X+A
Sweep	X+Y or A+B
Punch Catch to Mount Top	Y+B

SIDEMOUNT TOP

L Punch	Y
R Knee	B
L Knee	X
R Knee	A
Fujiwara Armbar	X+Y
Keylock	A+B

SIDEMOUNT BOTTOM

L Elbow	Y
R Knee	B
L Knee	X
R Knee	A

FIGHTER NAME	LEVEL	UNLOCKED MOVE
Koji Ando	1	Jab, Straight (Standing: B ▶ Y)
Dios Savie	2	Straight, Low Kick (Standing: Y ▶ X)
Cannon Richard	3	Mid Kick (Standing: X+A)
Pierre Kennet	5	L Elbow (Rival Stun: Y)
Don Hender	7	Uppercut (Front Step: Y)
Dyan Gregory	9	R High Kick (Back Step: A)
Bomb Zip	10	Jab X2 (Standing: B ▶ B)
Hwang Sun Il	10	Straight, Elbow (Standing: Y ▶ B)
Yuhki Gondo	11	Straight X2 (Standing: Y ▶ Y)
Simo	11	Knee (Standing: X+Y)
Dump Habbott	12	Front Kick (Rival Stun: X)
Tuyoshi Mitamura	12	Spinning High Kick (Front Step: X)
Marilo Samurai	13	High Hook (Front Step: X+Y)
Jin Tompkins	13	Jab, Upper Elbow (Back Step: Y ▶ B)
Marco Copland	14	Overhand Straight (Left Step: Y)
Yosiki Takahara	14	Overhand Straight (Right Step: Y)
Senki Muto	15	Feint Punch (Mount Top: B+X)
Francesco Ferrer	16	Jab X2, Backknuckle (Standing: B ▶ B ▶ Y)
Rumine Kato	16	Straight, High Kick (Standing: Y ▶ X+A)
Gerard Banner	17	Spinning Elbow (Standing: B+Y)
Antony Hogueira	18	High Speed Shoot (Standing: A+B)
Kazuki Fugata	19	Catchstrike: Knee (Front Step: A+B)
Kazu Takarada	20	Straight, High Kick (Left Step: Y ▶ X)
Randy Cuper	21	Jab, High Kick (Right Step: B ▶ A)
Ernesto Costa	21	Armbar (Mount Top: X+Y)
Kim Kafon	21	Clench (Guard Bottom: X+Y)
Akebana	23	Flying Knee (Front Step: A+Y)
Mt. Toba	26	Backfist (Left Step: B)
Jackson Gregory	29	TK Scissors (Mount Bottom: A+X)
Konde Tora	29	Armlock (Guard Bottom: A+B)
Emperor Kuroda	30	R Elbow (Rival Stun: B)

PRO WRESTLING

Unlock Pro Wrestling by winning the fifth Tournament with a Wrestler, or if you're having a hard time winning as a Wrestler, win the fifth Tournament two times.

Before laughing off Pro Wrestling as a Mixed Martial Arts discipline, look through the moves learned through sparring. Pick a Pro Wrestler, defeat the correct opponents, and you end up with enough submissions to impress even the most jaded of submission fighting aficionados. How many other disciplines have two submissions from Backmount Bottom?

STANDING

Hook	Y
Jab	B
Low Kick	X
Front Kick	A
Feint	Y+A
Back Feint	X+B
Shoot	X+Y or A+B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A

RIVAL STUN

Front Naked Choke	X+Y

FRONT STEP

Body Straight	B
Straight, Uppercut	B ▶ Y
Back Hand Chop	Y
High Kick	A
Butt Guard Kick	X
Shoot	X+Y or A+B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A

BACK STEP

Elbow	B
Short Hook	Y
Kick	A
Inside Low Kick	X
Shoot	X+Y or A+B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A

LEFT STEP

Jab	B
Mid Kick	A
Spin Kick	X

RIGHT STEP

Jab	B
Low Kick	X
Spin Kick	A

MOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Armlock	X+Y
Armlock	A+B

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	X+Y
Sweep	A+B
Punch Catch to Guard Top	Y+B

BACKMOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sleeper Hold	X+Y
Stand	Y+B

BACKMOUNT BOTTOM

L Punch	Y
R Punch	B

GUARD TOP

L Punch	Y
L Feint, R Punch	Y ▶ B
R Punch	B
R Feint, L Punch	B ▶ Y
L Body	X
L Feint, R Body	X ▶ A
R Body	A
R Feint, L Body	A ▶ X
Hold Hook	X+Y or A+B
Left Punch Catch to Sidemount Top	Y+B
Right Punch Catch to Mount Top	Y+B

GUARD BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Grappling Straight	X+A
Grappling Sweep	X+Y or A+B
Punch Catch to Mount Top	Y+B

SIDEMOUNT TOP

L Punch	Y
R [illegible]	[illegible]
L Knee	X
R [illegible]	[illegible]
Fujiwara Armbar	X+Y
Keylock	A+B

SIDEMOUNT BOTTOM

L Elbow	Y
R [illegible]	[illegible]
L Knee	X
R Knee	A

FIGHTER NAME	LEVEL	UNLOCKED MOVE
Koji Ando	1	Jab X2 (Standing: B ▶ B)
Dios Savie	2	Hook, Back Hand (Standing: Y ▶ Y)
Cannon Richard	3	Drop Kick (Rival Stun: A+X)
NorthTail	4	Front Kick (Back Step: A)
Pierre Kennet	5	Mongolian Chop (Mount Top: Y+B)
Don Hender	7	Boston Crab (Mount Bottom: Y+X)
Kamolphan Kiatsongrit	9	Jab, High Kick (Standing: B ▶ X)
Bomb Zip	10	Jab, Straight (Standing: B ▶ Y)
Hwang Sun II	10	Hook X2 (Standing: Y ▶ B)
Simo	11	Hip Toss (Standing: B+A)
Tuyoshi Mitamura	12	Knuckle Bomb (Rival Stun: Y+B)
Marilo Samurai	13	Chop X2 (Front Step: Y ▶ Y)
Marco Copland	14	Shoulder Rush (Front Step: Y ▶ B)
Yosiki Takahara	14	Dash Knee (Front Step: A)
Senki Muto	15	Haymaker Hook (Back Step: Y)
Sea Dancer	15	Front Suplex (Back Step: X+Y)
Francesco Ferrer	16	Side Choke (Mount Top: Y+X)
Rumine Kato	16	Scissors (Mount Bottom: A+X)
Gerard Banner	17	Mongolian Chop (Backmount Top: Y+B)
Andriy Silva	17	Half Boston Crab (Guard Top: B+A)
Kim Kafon	21	Butt Guard Kick X2 (Front Step: X ▶ A)
Kenny Gresham	22	Lifting Slam (Front Step: X+Y)
Marc Hunter	22	Elbow Chop (Back Step: B ▶ B)
Kento Ohashi	23	Catchstrike Chop (Mount Top: B+A)
Hideki Yasida	23	Prison Lock (Backmount Top: A+X)
Akebana	23	Figure 4 Leg Lock (Backmount Bottom: Y+X)
Rettle Snale	24	Mongolian Chop (Guard Top: Y+B)
Jiguro Sano	25	Tackle Reversal Suplex (Standing, Shoot Reversal: B+X)
Mt. Toba	26	Giant Swing (Rival Stun: B+A)
Konde Tora	29	Frankensteiner (Back Step: B+A)
Ogre Hammer	30	Punch Reversal (Mount Top: Y+B)
Mas Ohara	30	Kneebar (Backmount Bottom: B+A)
Emperor Kuroda	30	Sweep (Guard Bottom: A+X)
Staminaskill Master	24	Giant Swing (Guard Top: Y+X)
Punchskill Master	27	Missile Drop Kick (Standing: X+A)
Kickskill Master	27	Spear (Rival Stun: Y+X)
Speedskill Master	28	Armbar (Front Step: B+A)

SHOOT FIGHTING

During the early stages of learning moves through sparring, variety doesn't exist. The first 14 moves available are either Standing or Front Step moves, 12 of which are combo strikes. The rest of the moves incorporate other step directions and quite a few submissions.

STANDING

Straight	Y
Jab	B
Low Kick	X
Push Kick	A
Feint	Y+A
Back Feint	X+B
Shoot	X+Y or A+B
Right Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A

RIVAL STUN

Front Naked Choke	X+Y

FRONT STEP

Jab	B
[illegible]	[illegible]
Muay Thai Kick	A
Spin Kick	X
Shoot	X+Y or A+B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A

BACK STEP

Uppercut	B
Straight	Y
R Kick	A
L Shin Kick	X
Shoot	X+Y or A+B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A

LEFT STEP

Jab	B
[illegible]	[illegible]
Spin Kick	X

RIGHT STEP

Jab	B
Low Kick	X
Spin Kick	A

MOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Armlock	X+Y
Armlock	[illegible]

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	X+Y or A+B
Punch Catch to Guard Top	[illegible]

BACKMOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sleeper Choke	X+Y
Stand	[illegible]

BACKMOUNT BOTTOM

L Punch	Y
R Punch	B

GUARD TOP

L Punch	Y
L Feint, R Punch	Y ▶ B
R Punch	B
R Feint, L Punch	B ▶ Y
L Body	X
L Feint, R Body	[illegible]
R Body	A
R Feint, L Body	A ▶ X
Hold Hook	X+Y or A+B
Punch [illegible]	[illegible]
Left Punch Catch to Sidemount Top	Y+B
Right Punch Catch to Mount Top	Y+B

GUARD BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	X+Y or A+B
Grappling Straight	X+A
Sweep	X+Y or A+B
Punch Catch to Mount Top	Y+B

SIDEMOUNT TOP

L Punch	Y
R [illegible]	[illegible]
L Knee	X
R [illegible]	[illegible]
Fujiwara Armbar	X+Y
Keylock	A+B

SIDEMOUNT BOTTOM

L Elbow	Y
R [illegible]	[illegible]
L Knee	X
R Knee	A

FIGHTER NAME	LEVEL	UNLOCKED MOVE
Koji Ando	1	Straight, Low Kick (Standing: Y ▶ X)
Dios Savie	2	Jab, Straight (Standing: B ▶ Y)
Cannon Richard	3	Jab X2 (Standing: B ▶ B)
NorthTail	4	Low Kick, Mid Kick (Standing: X ▶ A)
Pierre Kennet	5	Hook, Mid Kick (Front Step: Y ▶ X)
Don Hender	7	Low Kick Combo (Front Step: B ▶ X)
Dyan Gregory	9	Single Leg Shoot (Front Step: X+Y)
Kamolphan Kiatsongrit	9	Straight X2 (Standing: Y ▶ Y)
Bomb Zip	10	Straight, Jab (Standing: Y ▶ B)
Hwang Sun Il	10	Jab, High Kick (Standing: B ▶ X)
Dump Habbott	12	Push Kick X2 (Standing: A ▶ A)
Tuyoshi Mitamura	12	Hook X2 (Front Step: Y ▶ B)
Marilo Samurai	13	Shin Kick Combo (Front Step: B ▶ A)
Jin Tompkins	13	Illusion Kick (Front Step: A ▶ A)
Marco Copland	14	High Hook (Front Step: X+Y)
Yosiki Takahara	14	Sprawl, Armlock (Front Step, Shoot Reversal: B+X)
Senki Muto	15	Straight, Hook (Back Step: Y ▶ B)
Sea Dancer	15	Uppercut, Low Kick (Back Step: B ▶ X)
Francesco Ferrer	16	Straight (Left Step: Y)
Rumine Kato	16	Straight (Right Step: Y)
Gerard Banner	17	Anklelock (Guard Top: X+Y)
Ivan Tomchanchyn	18	Illusion Straight (Standing: Y ▶ Y)
Dawn Klein	20	Leg Scissors (Standing: B+X)
Randy Cuper	21	Spin Kick, Mid Kick (Front Step: X ▶ A)
Rick Mayer	22	Kneebar (Mount Top: B+X)
Kenta Ohashi	23	Heel Hold (Guard Bottom: A+B)
Rettle Snale	24	Low Shoot (Standing: X+Y, X+Y)
Jigoro Sano	25	Flying Armbar (Back Step: X+Y)
Mas Ohara	30	Sprawling Choke (Standing, Shoot Reversal: Y+A)

STREET FIGHTING

Street Fighting moves range from striking standing opponents to striking grounded opponents. Don't call these moves "techniques," as each move appears to be geared toward inflicting as much pain as possible with little to no regard for your own defense. Street Fighting has the fewest punch- and kick- catch opportunities among the Career Mode disciplines, so if you want an all-out, aggressive style, keep this guide open here.

STANDING

Hook	Y
[illegible]	B
Low Kick	X
Front Kick	A
Feint	Y+A
Back Feint	X+B
Shoot	X+Y or A+B
Right Punch Catch to Mount Top	Y+B
Left Punch Catch to standing Chicken Wing	Y+B
Kick Catch to Mount Top	X+A

RIVAL STUN

Front Naked Choke	X+Y

FRONT STEP

Jab	B
Body Hook	Y
High Kick	A
[illegible]	X
Shoot	X+Y or A+B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A

BACK STEP

Retreating Hook	B
Straight	Y
Low Side Kick	A
Low [illegible]	X
Shoot	X+Y or A+B
[illegible]	Y+B
Kick Catch to Mount Top	X+A

LEFT STEP

Jab	B
Body Hook	Y
Spinning Mid Kick	A
Spinning High Kick	X

RIGHT STEP

Jab	B
Body Hook	Y
Low Kick	X
Spinning Mid Kick	A

MOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Armlock	X+Y
Armlock	A+B

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R [illegible]	A
Sweep	X+Y or A+B
Punch Catch to Guard Top	[illegible]

BACKMOUNT TOP

L Punch	Y
R [illegible]	B
L Body	X
R Body	A
Sleeper Choke	X+Y
Stand	[illegible]

BACKMOUNT BOTTOM

L Punch	Y
R [illegible]	B

GUARD TOP

L Punch	Y
L [illegible]	[illegible]
R Punch	B
R Feint, L Punch	B ▶ Y
L Body	X
L Feint, R Body	X ▶ A
R Body	A
R Feint, L Body	A ▶ X
Hold Hook	X+Y or A+B
Left Punch Catch to Sidemount Top	Y+B
Right Punch Catch to Mount Top	Y+B

GUARD BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	X+Y or A+B
Punch Catch to Mount Top	Y+B
Grappling Straight	X+A

SIDEMOUNT TOP

L Punch	Y
R [illegible]	[illegible]
L Knee	X
R [illegible]	[illegible]
Fujiwara Armbar	X+Y
Keylock	A+B

SIDEMOUNT BOTTOM

L Elbow	Y
R [illegible]	[illegible]
L Knee	X
R Knee	A

FIGHTER NAME	LEVEL	UNLOCKED MOVE
Koji Ando	1	Jab, Elbow (Standing: B ▶ Y)
Dios Savie	2	Jab, Mid Kick (Standing: B ▶ X)
Cannon Richard	3	Low Kick, Hook (Standing: X ▶ Y)
NorthTail	4	Hook x2 (Front Step: Y ▶ B)
Don Hender	7	L. Punch x2 (Mount Top: Y ▶ Y)
Kamolphan Kiatsongrit	9	Jab, Front Kick (Standing: B ▶ A)
Bomb Zip	10	Jab x2 (Standing: B ▶ B)
Hwang Sun II	10	Hook x2 (Standing: Y ▶ B)
Simo	11	Feint, L Elbow (Standing: Y+A ▶ Y)
Dump Habbott	12	R Elbow (Rival Stun: B)
Tuyoshi Mitamura	12	Front Kick (Rival Stun: X)
Marilo Samurai	13	Feint Uppercut (Front Step: B ▶ B)
Jin Tompkins	13	Knee, Uppercut (Front Step: X ▶ B)
Marco Copland	14	Feint Low Kick (Back Step: B ▶ A)
Francesco Ferrer	16	Mount Knuckle Bomb (Backmount Top: Y+B)
Rumine Kato	16	Mount Knuckle Bomb (Guard Top: Y+B)
Gerard Banner	17	L Punch x2 (Guard Top: Y ▶ Y)
Luis Gregory	19	Hook x2, Knee (Standing: Y ▶ B ▶ X)
Kazu Takarada	20	Feint, R Uppercut (Standing: Y+A ▶ B)
Randy Cuper	21	L Elbow (Rival Stun: Y)
Kenny Gresham	22	High Push Kick (Front Step: A)
Marc Hunter	22	High Hook (Front Step: Y+X)
Kenta Ohashi	23	Jab, Jab, Straight (Back Step: Y ▶ B ▶ Y)
Hideki Yasida	23	R Punch x3 (Mount Top: B ▶ B ▶ B)
Rettle Snale	24	R Punch x2 (Guard Top: B ▶ B)
Jackson Gregory	29	Knee, Catch Knee (Front Step: X ▶ Y+X)
Konde Tora	29	Feint Shoot (Back Step: B+A)
Emperor Kuroda	30	Can Opener (Guard Top: B+A)

SUMO

Unlock Sumo by winning the fifth Tournament with a Street Fighter, or if you're having a hard time winning as a Street Fighter, win the fifth Tournament three times.

Sumo focuses on delivering a large number of palm strikes, with a few other techniques mixed in to keep opponents guessing. It has the fewest new techniques to learn, and these moves learned through sparring are predominantly new and innovative ways to throw more palm strikes. Selecting Sumo does have one additional benefit: your fighter can learn a taunt.

STANDING

L Palm Strike	Y
R Palm Strike	B
Low Kick	X
Shin Kick	A
Shoot	X+Y or A+B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A

RIVAL STUN

Front Naked Choke	X+Y

FRONT STEP

Palm Strike	B
Hook Palm Strike	Y
Outward Ankle Kick	A
Front Kick	X
Shoot	X+Y or A+B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A

BACK STEP

Chin Thrust	B
Open-Palmed Thrust	Y
Mid Kick	A
Low Kick	X
Shoot	X+Y or A+B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A

LEFT STEP

Jab	B
Spinning Mid Kick	A
Spinning High Kick	X

RIGHT STEP

Jab	B
Low Kick	X
Spinning Knee Kick	A

MOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Armlock	X+Y
Armlock	[illegible]

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	X+Y or A+B
Punch Catch to Guard Top	Y+B

BACKMOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sleeper Hold	X+Y
Stand	[illegible]

BACKMOUNT BOTTOM

L Punch	Y
R Punch	[illegible]

GUARD TOP

L Punch	Y
L Feint, R Punch	Y ▶ B
R Punch	B
R Feint, L Punch	B ▶ Y
L Body	X
L Feint, R Body	X ▶ A
R Body	A
R Feint, L Body	A ▶ X
Hold Hook	X+Y or A+B
Left Punch Catch to Sidemount Top	Y+B
Right Punch Catch to Mount Top	Y+B

GUARD BOTTOM

L Punch	Y
R Punch	[illegible]
L Body	X
R Body	A
Grappling Straight	X+A
Sweep	X+Y or A+B
Punch Catch to Mount Top	Y+B

SIDEMOUNT TOP

L Punch	Y
R K[illegible]	[illegible]
L Knee	X
R Knee	[illegible]
Fujiwara Armbar	X+Y
Keylock	A+B

SIDEMOUNT BOTTOM

L Elbow	Y
R K[illegible]	[illegible]
L Knee	X
R Knee	A

FIGHTER NAME	LEVEL	UNLOCKED MOVE
Koji Ando	1	R, L Palm Combo (Standing: B ▶ Y)
Dios Savie	2	LP, Ankle Kick (Standing: Y ▶ A)
Cannon Richard	3	L, R Palm Combo (Standing: Y ▶ B)
NorthTail	4	Palm Strike X2 (Front Step: B ▶ B)
Pierre Kennet	5	Open-Palmed Thrust Combo (Back Step: Y ▶ B)
Don Hender	7	Retreat Low Kick (Back Step: A)
Dyan Gregory	9	Hook X2 (Mount Top: B ▶ Y)
Kamolphan Kiatsongrit	9	R Palm Combo (Standing: B ▶ B)
Hwang Sun II	10	L Palm Combo (Standing: Y ▶ Y)
Yuhki Gondo	11	Taunt (Standing: Y+B)
Simo	11	Overhand Chop X2 (Rival Stun: Y ▶ B)
Dump Habbott	12	Hand Push X2 (Front Step: Y+B)
Jin Tompkins	13	Upper-Hand Toss (Front Step: Y+X)
Marco Copland	14	Fake Thrust, Thrust (Back Step: B ▶ Y)
Yosiki Takahara	14	R Palm Strike (Left Step: B)
Senki Muto	15	R Palm Strike (Right Step: B)
Francesco Ferrer	16	Guillotine Choke (Mount Top: Y+X)
Rumine Kato	16	Can Opener (Guard Top: Y+X)
Gerard Banner	17	Clench (Guard Bottom: B+A)
Antony Hogueira	18	Low Kick (Rival Stun: X)
Kazu Takarada	20	Suplex (Back Step: B+A)
Kenny Gresham	22	Guillotine Choke (Mount Top: B+A)
Marc Hunter	22	Palm Strike X2 (Mount Bottom: Y+B)
Rick Mayer	22	Can Opener (Guard Top: B+A)
Kento Ohashi	23	Palm Strike X2 (Guard Bottom: Y+B)
Rettle Snale	24	Uppercut Taunt X2 (Standing: X+A)
Randy Hug	25	Stomp (Rival Stun: A)

TAE KWON DO

Unlock Tae Kwon Do by placing second in both the third and fourth Tournaments with any discipline.

The moves gained from sparring between Tournaments include six new Rival Stun techniques. Take your Tae Kwon Do fighter into Training Mode often to find other learned moves that complement these Rival Stun moves. Step techniques are also sprinkled throughout the sparring moves and should be added to keep your fighter dangerous on the move.

STANDING

Straight	Y
Jab	B
Low Kick	X
Side Mid Kick	A
Shoot	X+Y or A+B
Punch Catch to Mount	Y+B
Kick Catch to Mount	X+A

RIVAL STUN

Front Naked Choke	X+Y

FRONT STEP

Body Jab	B
[illegible]	[illegible]
Low Kick	A
[illegible]	[illegible]
Shoot	X+Y or A+B
Punch Catch to Mount	Y+B
Kick Catch to Mount	X+A

BACK STEP

Straight	B
[illegible]	[illegible]
Shin Kick	A
High Kick	X
Shoot	X+Y or A+B
Punch Catch to Mount	Y+B
Kick Catch to Mount	X+A

LEFT STEP

Body Jab	B
[illegible]	[illegible]
Spinning High Kick	X

RIGHT STEP

Body Jab	B
[illegible]	[illegible]
Spinning Knee Kick	A

MOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Armlock	X+Y
Armlock	[illegible]

MOUNT BOTTOM

L Punch	Y
R [illegible]	[illegible]
L Body	X
R Body	A
Sweep	X+Y or A+B
Punch Catch to Guard Top	Y+B

BACKMOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R [illegible]	[illegible]
Sleeper Choke	X+Y
Stand	[illegible]

BACKMOUNT BOTTOM

L Punch	Y
R [illegible]	[illegible]

GUARD TOP

L Punch	Y
L Feint, R Punch	Y ▶ B
R Punch	B
R [illegible]	[illegible]
L Body	X
L Feint, R Body	X ▶ A
R Body	A
R [illegible]	[illegible]
Hold Hook	X+Y or A+B
Left Punch Catch to Mount Top	Y+B
Right Punch Catch to Mount Top	Y+B

GUARD BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Grappling Straight	X+A
Sweep	X+Y or A+B
Punch Reversal	Y+B

SIDEMOUNT TOP

L Punch	Y
R [illegible]	[illegible]
L Knee	X
R [illegible]	[illegible]
Fujiwara Armbar	X+Y
Keylock	A+B

SIDEMOUNT BOTTOM

L Elbow	Y
R [illegible]	[illegible]
L Knee	X
R Knee	A

FIGHTER NAME	LEVEL	UNLOCKED MOVE
Kaji Ando	1	Jab, Side Mid Kick (Standing: B ▶ A)
Dios Savie	2	L Mid Kick (Standing: X)
Cannon Richard	3	Mid Kick, Mid Kick (Standing: A ▶ X)
NorthTail	4	L Elbow (Rival Stun: Y)
Pierre Kennet	5	Spinning High Kick (Front Step: X)
Don Hender	7	Low Side Kick (Back Step: A)
Bomb Zip	10	Mid Kick, High Kick (Standing: A ▶ A)
Hwang Sun II	10	R Elbow (Rival Stun: B)
Simo	11	Low Kick Combo (Front Step: A ▶ A)
Dump Habbott	12	Overhand Straight (Left Step: Y)
Tuyoshi Mitamura	12	Overhand Straight (Right Step: Y)
Marilo Samurai	13	Feint Punch (Mount Top: B+X)
Jin Tompkins	13	Holding (Guard Bottom: X+Y)
Marco Copland	14	Jab x2 (Standing: B ▶ B)
Francesco Ferrer	16	High Speed Shoot (Standing: A+B)
Rumine Kato	16	Flying Kick (Rival Stun: A)
Gerard Banner	17	Triple Knee Bash (Rival Stun: X+Y)
Ivan Tomchanchyn	18	Hook Kick (Front Step: A+X)
Luis Gregory	19	High Hook (Front Step: X+Y)
Kazuki Fuguta	19	High Kick x2 (Back Step: X ▶ A)
Dawn Klein	20	Kick (Left Step: A)
Kazu Takarada	20	Axe Kick (Right Step: X)
Randy Cuper	21	Armbar (Mount Top: X+Y)
Rick Mayer	22	Triple Knee Bash (Rival Stun: A+B)
Akebana	23	Catchstrike: Knee (Front Step: A+B)
Rettle Snale	24	Flying Kick (Back Step: A+X)
Randy Hug	25	Kick x2 (Right Step: A ▶ A)
Jigoro Sano	25	Armbar (Guard Bottom: A+B)
Alessandro Gallalin	28	Flying Kick (Front Step: Y+A)
Konde Tora	29	TK Scissors (Mount Bottom: A+X)
Emperor Kuroda	30	Axe Kick (Rival Stun: X)

WRESTLING

Grappling moves dominate the move list of wrestlers. Special shoots, submissions, shoot reversals, along with punch- and kick-catches to submission attempts abound. As you add moves to your arsenal, double-check that you're not about to replace a favorite submission.

STANDING

Hook	Y
Body Jab	B
Low Kick	X
Front Shin Kick	A
Feint	Y+A
Back Feint	X+B
Shoot	X+Y or A+B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A

RIVAL STUN

Front Naked Choke	X+Y

FRONT STEP

Straight	B
Hook	Y
High Kick	A
Mid Kick	X
Shoot	X+Y or A+B
Shoot	X+Y or A+B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A

BACK STEP

R Uppercut	B
R Upper, Shin Kick	B ▶ X
L Straight	Y
R Kick	A
L Shin Kick	X
Shoot	X+Y or A+B
Shoot	X+Y or A+B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A

LEFT STEP

Jab	B
R Mid Kick	A
L Spin Kick	X

RIGHT STEP

Jab	B
L Low Kick	X
R Knee Kick	A

MOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Armlock	X+Y
Armlock	A+B

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	X+Y
Sweep	A+B
Punch Catch to Guard Top	Y+B

BACKMOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sleeper Hold	X+Y
Stand	↑+B

BACKMOUNT BOTTOM

L Punch	Y
R Punch	B

GUARD TOP

L Body	X
L Feint, R Body	X ▶ B
R Body	A
R Feint, L Body	A ▶ X
Hold Hook	X+Y or A+B
Punch Catch to Mount Top	Y+B

GUARD BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Grappling Straight	X+A
Sweep	X+Y or A+B
Punch Catch to Mount Top	Y+B

SIDEMOUNT TOP

L Punch	Y
R K[illegible]	B
L Knee	X
R K[illegible]	A
Fujiwara Armbar	X+Y
Keylock	A+B

SIDEMOUNT BOTTOM

L Elbow	Y
R K[illegible]	B
L Knee	X
R Knee	A

FIGHTER NAME	LEVEL	UNLOCKED MOVE
Koji Ando	1	Body Jab, Low Kick (Standing: B ▶ X)
Dios Savie	2	Straight, Shoot (Front Step: B ▶ X+Y)
Cannon Richard	3	Dash Hook (Front Step: Y)
NorthTail	4	High Speed Shoot (Front Step: A+B)
Pierre Kennet	5	Scarfhold (Mount Top: A+B)
Don Hender	7	Sweep (Guard Bottom: A+X)
Dyan Gregory	9	Combo Hook (Standing: Y ▶ B)
Bomb Zip	10	RP Catch to Armbar (Standing, Y+B)
Hwang Sun Il	10	Jab X2 (Front Step: B ▶ B)
Yuhki Gondo	11	Spinning Mid Kick (Front Step: A)
Simo	11	Fireman's Carry (Front Step: X+Y)
Dump Habbott	12	Sprawl, Armlock (Front Step, Shoot Reversal: B+X)
Tuyoshi Mitamura	12	Haymaker Hook (Back Step: Y)
Marilo Samurai	13	Shoulder Separation (Mount Top: X+Y)
Jin Tompkins	13	Achilles Hold (Mount Bottom: X+Y)
Marco Copland	14	Armbar (Backmount Top: A+B)
Yosiki Takahara	14	Reverse Full Nelson (Guard Top: X+Y)
Francesco Ferrer	16	Body Jab, Uppercut (Standing: B ▶ B)
Rumine Kato	16	Shoot (Standing: X+Y, A+B)
Gerard Banner	17	LP Catch to Armbar (Standing: Y+B)
Andriy Silva	17	RK Catch to Achilles (Standing: X+A)
Ivan Tomchanchyn	18	Sprawl, Armlock (Standing, Shoot Reversal: B+X)
Antony Hogueira	18	Jab X2, Straight (Front Step: B ▶ B ▶ Y)
Luis Gregory	19	Flying Armbar (Front Step: B+Y)
Kazuki Fuguta	19	Front Suplex (Back Step: X+Y)
Dawn Klein	20	Backflip Armlock (Back Step: A+B)
Kazu Takarada	20	Punch Reversal (Mount Top: Y+B)
Randy Cuper	21	RP Catch to Armlock (Mount Bottom: Y+B)
Earnesto Costa	21	Sweep (Backmount Bottom: A+B)
Kim Kafon	21	Ankle Lock (Guard Top: A+X)
Rick Mayer	22	RP Catch to Scarfhold (Standing: Y+B)
Kenta Ohashi	23	Spear (Rival Stun: X+A)
Hideki Yasida	23	Jab X2, Double Leg (Front Step: B ▶ B ▶ X+Y)
Rettle Snale	24	Knee (Front Step: X)
Randy Hug	25	Sprawl, Armlock (Back Step, Shoot Reversal: B+X)
Jiguro Sano	25	Scissors (Mount Bottom: A+X)
Mt. Tuba	26	King Cobra Lock (Backmount Top: Y+B)
Ogre Hammer	30	Low K Catch to Kneebar (Front Step: X+A)
Emperor Kuroda	30	Scarfhold (Mount Bottom: A+B)

GAME SECRETS

UNLOCKING DISCIPLINES FOR CAREER MODE

Unlock Capoeira by losing the first match of the first tournament.

Unlock Tae Kwon Do by placing second in both the third and fourth tournaments.

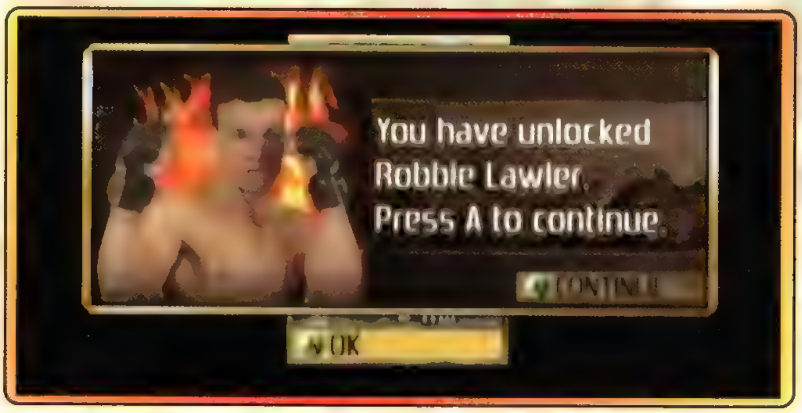
Unlock Karate by winning the fifth tournament one time.

Unlock Pro Wrestling by winning the fifth tournament with a Wrestler. Or, if you're having a hard time winning as a Wrestler, win the fifth tournament two times.

Unlock Sumo by winning the fifth tournament with a Street Fighter. Or, if you're having a hard time winning as a Street Fighter, win the fifth tournament three times.

UNLOCKING UFC FIGHTERS

All locked fighters appear as multiples of the fifth opponent faced in Arcade Mode. For example, defeat five opponents in Arcade Mode, and the fifth opponent is unlocked. Defeat ten opponents to unlock the fifth and tenth opponents, and so on. Unlocked fighters move from the locked to the unlocked pool of opponents. If you win only five matches each time in Arcade Mode, the second time you defeat the fifth opponent, you'll unlock the same fighter as if you had won ten fights in your previous Arcade Mode session. The fighters are unlocked in the following order:



1. ROBBIE LAWLER
2. TSUYOSHI KOSAKA
3. VITOR BELFORT
4. PAT MILETICH
5. JOHN LEWIS
6. DAN SEVERN
7. JEREMY HORN
8. HAYATO SAKURAI
9. MAURICE SMITH
10. MARK COLEMAN
11. MIKEY BURNETT
12. BAS RUTTEN
13. GARY GOODRIDGE
14. FRANK SHAMROCK
15. MARCO RUAS

UNLOCKING SECRET FIGHTERS

BRUCE BUFFER

Win 33 bouts consecutively in the Arcade mode.

Or, unlock Frank Fertitta. Press L+R+X+Y at the Arcade Mode character select screen, and select Frank Fertitta. Your character will be Bruce Buffer and he will be available from then on.

JOHN MCCARTHY

Complete Champion Road with all hidden characters.

Or, unlock Larry Landless. Press L+R+X+Y at the Arcade mode character select screen, and select Larry Landless. Your character will be John McCarthy and he will be available from then on.

MASK

Clear the Legend mode with all hidden characters.

Or, at the Main Menu, press R, L, R, L with the directional pad. Press X+Y simultaneously. Then enter Arcade mode. He will be available from then on.

SKYSCRAPE

Clear the Legend mode with all regular characters.

Or, unlock Mask. Enter Arcade Mode. When the Best Record window pops up, press L, R, L, R with the directional pad. Press X+Y simultaneously. Go to the fighter selection screen, and select Mask. He will be available from then on.

FRANK FERTITTA

Lose 66 bouts in total in Arcade mode.

Or, at the Main menu, press L+R+X+Y and select Arcade mode. He will be available from then on.

LARRY LANDLESS

Win the Champion Road with all the regular characters.

Or, at the Main menu, press R,R,Y while holding L button, and select Arcade mode. He will be available in the character select screen.

HEIGHT: 6'0"

WEIGHT: 209 lbs.

STYLE: Muay Thai

NICKNAME: The Hurricane

BRUCE BUFFER

STANDING

Straight	Y
Straight, Jab (COMBO 2)	Y ▶ B
Combo Kick (COMBO 2)	Y ▶ B ▶ A
Straight, Front Kick (COMBO 2)	Y ▶ X
Jab	B
Jab, Straight	B ▶ Y
Punch X3	B ▶ Y ▶ B
Jab X3, Summersault ■	B ▶ Y ▶ B ▶ X
Jab, Hook	B ▶ B
Jab, Hook, Backfist	B ▶ B ▶ B
Low Kick	X
Low Kick, High Kick	X ▶ X
Front Kick	A
Kick X2 (COMBO 2)	A ▶ A
Kick X3 (COMBO 2)	A ▶ A ▶ A
Feint	Y+A
Back Feint	X+B
Punch Catch to Mount Top	Y+B
Axe Kick	X+A
Shoot	X+Y or A+B

FRONT STEP

Hook	Y
Backfist	B
Backfist X2 (COMBO 2)	B ▶ B
Backfist X3 (COMBO 3)	B ▶ B ▶ B
Backfist X3, Kick (COMBO 3)	B ▶ B ▶ B ▶ X
Side Kick ■	X
Flying Kick	A
Flying Armbar ■	Y+B
Shoulder Throw	X+Y
Shoot	A+B

BACK STEP

Straight	Y
Straight ■	B
Kick	X
Flying Kick ■	A
Shoot	X+Y or A+B

LEFT STEP

Hook	Y
Jab	B
Back Spin Kick	X
Side Kick	A
Shoot	X+Y or A+B

RIGHT STEP

Hook	Y
Jab	B
Low Kick	X
Side Kick ■	A
Shoot	X+Y or A+B

RIVAL STUN

L Straight	Y
Rush Combo (COMBO 4)	Y ▶ B ▶ Y ▶ B
Front Kick	X
Front Naked Choke ■	X+Y

FIGHTING ON YOUR FEET

Bruce Buffer is a solid choice for players new to the game. The bulk of his standing moves don't require knowing how to time a step in any direction. Nor do any of his moves require shifting your fingers around quickly to hit a string of double button presses (*a la* Murilo Bustamante). In addition, all of his standing punches and kicks begin combos, although the punch combos are more impressive than the kicks. If you're looking to punish opponents, abuse Jab X3, Summersault (B ▶ Y ▶ B ▶ X) and follow up every Rival Stun with a Rush Combo (Y ▶ B ▶ Y ▶ B).

STAMINA AND LIFE

Buffer has a combination of poor stamina and a weak chin. So be careful not punch yourself out or get punched.

MOUNT TOP

L Punch	Y
R Punch	B
Punch X2	B ▶ Y
Punch X3 (COMBO 2)	B ▶ Y ▶ B
Machine Gun Combo (COMBO 2)	B ▶ Y ▶ B ▶ Y
L Body	X
R Body	A
Punch Catch to Backmount Top	Y+B
Armlock ■	X+Y
Guillotine Choke ■	A+B

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Punch Catch to Guard Top	Y+B
Sweep	X+Y or A+B

GUARD TOP

L Punch	Y
Punch X2	Y ▶ B
Punch X3	Y ▶ B ▶ Y
R Punch	B
Jab, Straight	B ▶ Y
L Body	X
Feint R Body	X ▶ A
R Body	A
Feint L Body	A ▶ X
Giant Swing	X+Y
Catchstrike: Hook	A+B
Right Punch Catch to Mount Top	Y+B
Left Punch Catch to Sidemount	Y+B

GUARD BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Trapping Straight	X+A
Punch Catch to Mount Top	Y+B
Sweep	X+Y or A+B

BACKMOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Front Naked Choke ■	X+Y
Stand	Y+A

BACKMOUNT BOTTOM

L Elbow	Y
R Elbow	B
L Elbow	X
R Elbow	A

TAKE IT TO THE MAT

If you're looking to maximize Bruce Buffer's mat skills, practice getting the fight back upright. He really only has two combo strings, the Machine Gun Combo from Mount Top, and variations on Y ▶ B ▶ Y from Guard Top. Submission choices are limited to Top Mount positions only. For a bit of fun in Guard Top, try a Giant Swing (X+Y). If nothing else, hitting one puts both fighters on their feet. Even if your opponent blocks it, Buffer ends up either back in Guard Top, or slips into Mount Top.

HOW TO BEAT BUFFER

Put him on his back and keep him there. Buffer is extremely limited on the ground, and his total lack of submissions from his back limits what he can do to you while there. His submissions from the mat attack only the upper body, meaning the escapes from those submissions are the same as the buttons used to catch punches. Fewer buttons to worry about means being able to focus on your timing.

SIDEMOUNT TOP

L Punch	Y
R Knee	B
L Knee	X
R Knee	A
Keylock ■	A+B
Fujiwara Armbar ■	X+Y

SIDEMOUNT BOTTOM

L Elbow	Y
R Knee	B
L Knee	X
R Knee	A

FRANK FERTITTA

HEIGHT: 6'1"

WEIGHT: 200 lbs.

STYLE: Ninjitsu

RECORD: N/A

STANDING

Straight	Y
Straight, Knee	Y ▶ X
Straight, Body	Y ▶ B
Jab	B
Jab X2 (COMBO 2)	B ▶ B
Jab X2, Backfist	B ▶ B ▶ B
Jab, Straight (COMBO 2)	B ▶ Y
Jab, Straight, Jab (COMBO 3)	B ▶ Y ▶ B
Summersault Combo	B ▶ Y ▶ B ▶ X
Jab X2, Backfist (COMBO 2)	B ▶ Y ▶ Y
Blow X3, Spin Kick (COMBO 2)	B ▶ Y ▶ Y ▶ X
Jab X2, Mid Kick (COMBO 2)	B ▶ Y ▶ X
Front Kick	X
Spinning Mid Kick	A
Spin Kick, Kick	A ▶ A
Feint	Y+A
Back Feint	B+X
Shoot	X+Y or A+B
LP Catch to Scarfhold	Y+B
RP Catch to Armbar	Y+B
Kick Catch to Mount Top	X+A

FRONT STEP

Straight	Y
Shoulder Tackle	B
Shoulder, Straight	B ▶ Y
Shoulder, Armbar	B ▶ A+B
L Savate	X
R High Kick	A
Shoot	X+Y
Catchstrike: Knee	A+B

BACK STEP

Straight	Y
Haymaker Hook	B
Summersault Kick	X
Front Low Kick	A
Shoot	X+Y
Flying Armbar	A+B

LEFT STEP

Feint Straight	Y
Jab	B
Spinning High Kick	X
Spinning Mid Kick	A
Shoot	X+Y
Catchstrike: Knee	A+B

RIGHT STEP

Straight	Y
Feint Jab	B
Low Kick	X
Spinning Mid Kick	A
Shoot	X+Y
Catchstrike: Knee	A+B

RIVAL STUN

Haymaker Hook	Y
Spin Kick	X
Spin LK, Mid RK (COMBO 2)	X ▶ A
Spin LK, Mid RK X2 (COMBO 3)	X ▶ A ▶ A
Spin LK, Mid RK X3 (COMBO 4)	X ▶ A ▶ A ▶ A
Finish Kick Combo (COMBO 5)	X ▶ A ▶ A ▶ A ▶ A
Fujiwara Armbar	A+B

FIGHTING ON YOUR FEET

The owner of the UFC is entering the Octagon to take on all comers in *Tapout 2*. Remember this string with your opponent's back to the fence: Front Step, B ▶ Y, Stagger to Rival Stun (or just Rival Stun if hit as a Counter), X ▶ A ▶ A ▶ A ▶ A. There are only two defenses against this: a quick strike to knock Frank out of the Shoulder Tackle, or be somewhere else. You could also set up opponents with this string, then change it up with Frank's odd-looking Armbar (A+B after the Shoulder Tackle). Otherwise, work off the Jab as it starts most of Frank's combos, and always follow up Rival Stun with a Finish Kick combo.

STAMINA AND LIFE

Fertitta has the best stamina in the game. You can punch all day and not see a blip on your bar. His ability to take damage is something totally different; he has a glass jaw.

MOUNT TOP

L Punch	Y
Hook	B
Hook X2	B ▶ Y
Hook X3 (COMBO 2)	B ▶ Y ▶ B
L Body	X
R Body	A
Armbar ■	X+Y
Keylock ■	A+B
Punch Catch to Backmount Top	Y+B

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	X+Y
Achilles Hold ■	A+B
Punch Catch to Guard Top	Y+B

GUARD TOP

L Punch	Y
Feint R Punch	Y ▶ B
R Punch	B
Feint L Punch	B ▶ Y
L Body	X
Feint R Body	X ▶ A
R Body	A
Feint L Body	A ▶ X
Achilles Hold ■	X+Y
Catchstrike: Hook	A+B
Right Punch Catch to Mount Top	Y+B
Left Punch Catch to Sidemount	Y+B

GUARD BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	X+Y
Chicken Wing ■	A+B
Grappling Straight	X+A
RP Catch to Upsidedown Armbar ■	Y+B
LP Catch to Mount Top	Y+B

SIDEMOUNT TOP

L Punch	Y
R Knee	B
L Knee	X
R Knee	A
Keylock ■	A+B
Fujiwara Armbar ■	X+Y

SIDEMOUNT BOTTOM

L Elbow	Y
R Knee	B
L Knee	X
R Knee	A

TAKE IT TO THE MAT

A quick overview of Frank's move lists in all the mounted positions shows that he has submissions from every position, save Sidemount Bottom. Take some time to learn where the escapes from all of these submissions take your opponents. Then use Training Mode to get a feel for the timing involved in catching punches from Guard Bottom and Backmount Bottom. When opponents hesitate about throwing strikes because of the danger of them being caught, slap on a Chicken Wing or Achilles Hold. Is there anything sweeter than turning such a huge disadvantage in position into a victory via submission?

HOW TO BEAT FERTITTA

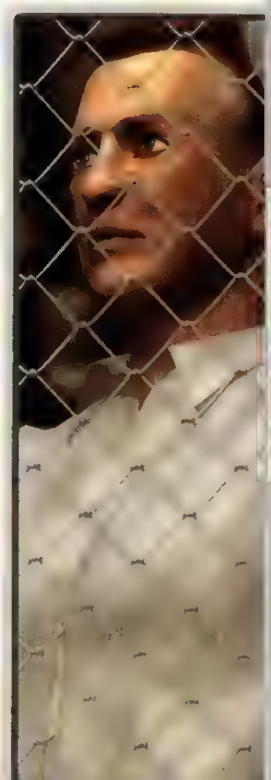
First, learn the best escapes from submissions. If you play against Fertitta, you're going to get at least one slapped on you during a fight. Second, be careful about throwing punches. Fertitta turns many punch catches into quick submissions. Fertitta has the worst chin in the game, so exchange strikes with him, back away, and heal up. If you continue, he'll run out of life before you do.

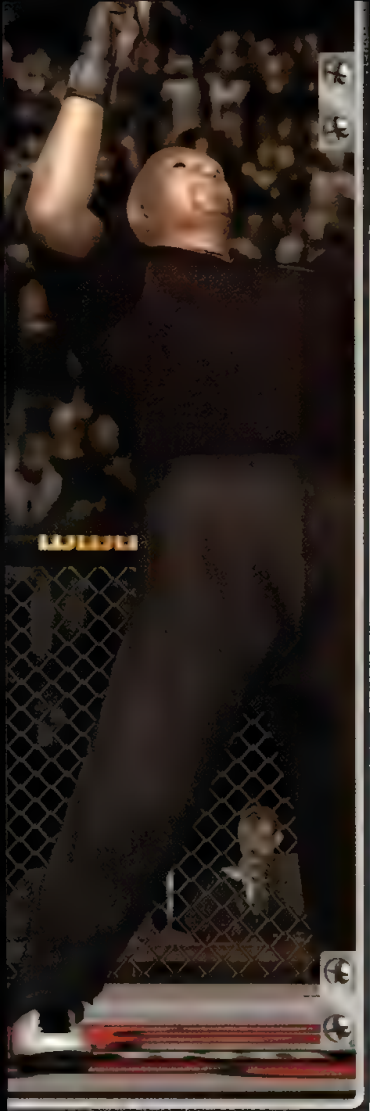
BACKMOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Front Naked Choke ■	X+Y
Triangle Choke ■	A+B
Right Elbow Catch to Kneeling Arm Bar ■	Y+B
Left Elbow Catch to Inverted Arm Bar ■	Y+B
Stand	Y+A

BACKMOUNT BOTTOM

L Elbow	Y
R Elbow	B
L Elbow	X
R Elbow	A
Achilles Hold ■	A+B
RP Catch to Armbar ■	Y+B
LP Catch to Armbar ■	Y+B





LARRY LANDLESS

HEIGHT
6'3"

WEIGHT
240 lbs.

STYLE
Wrestling/ Refereeing

NICKNAME
N/A

STANDING

Straight	Y
Jab, Sweeping Kick	Y ▶ A
Straight, Uppercut ■	Y ▶ B
Blow X2, Hard Hook (COMBO 2)	Y ▶ B ▶ Y
Jab	B
Jab X2	B ▶ B
Jab X2, Straight (COMBO 2)	B ▶ B ▶ Y
Blow X3, Spin Kick (COMBO 2)	B ▶ B ▶ Y ▶ A
Jab, Straight	B ▶ Y
Jab, Straight, Hook ■	B ▶ Y ▶ B
Jab X2, Uppercut ■	B ▶ Y ▶ Y
Combo Body ■ (COMBO 2)	B ▶ Y ▶ Y ▶ B
Combo Body X2 ■ (COMBO 3)	B ▶ Y ▶ Y ▶ B ▶ Y
6 Hit Combo, Kick (COMBO 4)	B ▶ Y ▶ Y ▶ B ▶ Y ▶ X
Combo Blow, LK X2 (COMBO 4)	B ▶ Y ▶ Y ▶ B ▶ Y ▶ X ▶ X
Punch X5, Kick X3 (COMBO 4)	B ▶ Y ▶ Y ▶ B ▶ Y ▶ X ▶ X ▶ A
9 Hit Combo (COMBO 4)	B ▶ Y ▶ Y ▶ B ▶ Y ▶ X ▶ X ▶ A ▶ B
10 Combo Finish (COMBO 4)	B ▶ Y ▶ Y ▶ B ▶ Y ▶ X ▶ X ▶ A ▶ B ▶ Y+B
Low Kick	X
Front Kick	A
Feint	Y+A
Back Feint	B+X
Shoot	X+Y or A+B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A

FRONT STEP

Hook	Y
Hook, Power Elbow	Y ▶ Y
Hook X2	Y ▶ B
Hook X2, Straight ■	Y ▶ B ▶ Y
Body Jab	B
Body Jab, Uppercut ■	B ▶ B
Mid Kick	X
Low Kick	A
Low RK, Side Low RK	A ▶ A
Low RK X2, Spin LK	A ▶ A ▶ X
RK X2, Spin Kick X2 (COMBO 2)	A ▶ A ▶ X ▶ A
Shoot	X+Y
Shoulder Throw	A+B

BACK STEP

Hard Chop	Y
Hard Straight ■	B
Spin Kick	X
Side Low Kick	A
Summersault ■	X+A
Shoot	X+Y or A+B

LEFT STEP

Hook	Y
Hook, Power Elbow	Y ▶ Y
Hook X2	Y ▶ B
Hook X2, Straight ■	Y ▶ B ▶ Y
Jab	B
Spinning High Kick	X
Spinning Mid Kick	A
Shoot	X+Y
Shoulder Throw	A+B

RIGHT STEP

Hook	Y
Hook, Power Elbow	Y ▶ Y
Hook X2	Y ▶ B
Hook X2, Straight ■	Y ▶ B ▶ Y
Jab	B
Low Kick	X
Spinning Mid Kick	A
Shoot	X+Y
Shoulder Throw	A+B

RIVAL STUN

Descending L Punch	Y
Uppercut	B
Front Naked Choke ■	X+Y

FIGHTING ON YOUR FEET

Obviously, Landless' offense stems from punches. Unless you feel comfortable initiating combos from Front Step, all of your combos with Landless start with a punch. With a dearth of Rival Stun techniques, these long combos are the only way Landless can consistently score damage in bunches. This leads to opponents frequently trying to catch these punches, so toss in the occasional Low Kick, or the flashier Summersault. If you happen to induce Rival Stun with the Summersault, follow it up with your favorite step combo string. Trying one of the longer standing strings will be thwarted because both Y and B are Rival Stun follow ups.

STAMINA AND LIFE

Landless has good stamina and recovery skills. He also has a very strong life bar.

MOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Front Naked Choke ■	X+Y or A+B
Punch Catch to Backmount Top	Y+B

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Punch Catch to Guard Top	Y+B
Bridge	X+A
Sweep	X+Y

GUARD TOP

L Punch	Y
Feint R Punch	Y ▶ B
R Punch	B
Feint L Punch	B ▶ Y
L Body	X
Feint R Body	X ▶ A
R Body	A
Feint L Body	A ▶ X
Mongolian Chop	Y+B
Catchstrike: Hook	X+Y or A+B

GUARD BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Grappling Straight	X+A
Punch Catch to Mount Top	Y+B
Sweep	X+Y
Armbar ■	A+B

BACKMOUNT TOP

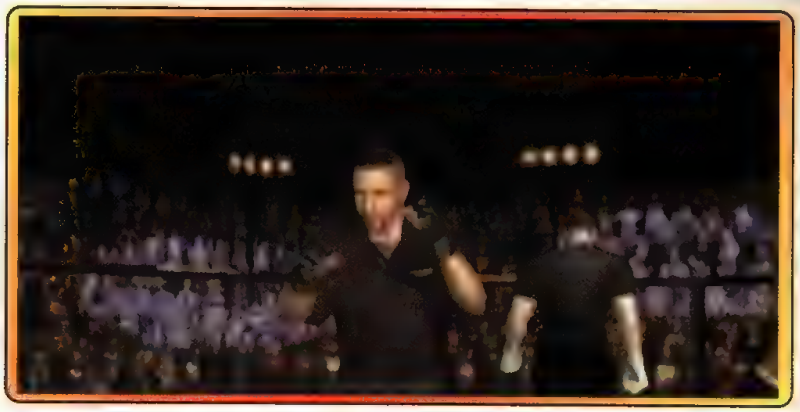
L Punch	Y
R Punch	B
L Body	X
R Body	A
Mongolian Chop	Y+B
Front Naked Choke ■	X+Y
Stand	Y+A

BACKMOUNT BOTTOM

L Elbow	Y
R Elbow	B
L Elbow	X
R Elbow	A

TAKE IT TO THE MAT

If possible, work to Guard Top. Landless doesn't possess much in the way of submission threats, and Guard Top allows the use of Mongolian Chop, which can't be caught. Additionally, Landless doesn't have any submissions from this position, making it more difficult to end up in a worse position after an accidental submission attempt. If you try to shoot in on opponents, stick with the Shoulder Throw. The only positions you can end up in are Mount Top (good), Guard Top (better), or still standing.



HOW TO BEAT LANDLESS

Take the fight to the mat as quickly as possible while keeping Landless out of your guard. If this can't be accomplished, work on catching punches as Landless' offense lacks variety. He has no elbows as initial strikes (some appear in combos), leaving all of his initial punches vulnerable to catching.

SIDEMOUNT TOP

L Punch	Y
R Knee	B
L Knee	X
R Knee	A
Keylock ■	A+B
Fujiwara Armbar ■	X+Y

SIDEMOUNT BOTTOM

L Elbow	Y
R Knee	B
L Knee	X
R Knee	A

HEIGHT
6'2"

WEIGHT
218 lbs.

STYLE
Tapout Master

BIOGRAPHY
American, Arrogant, and In Your Face

MASK

STANDING

Straight	Y
Straight X2 (COMBO 2) ■	Y I▶ B
Jab, Body, Upper	Y I▶ B I▶ B
Jab X2, Back Flip	Y I▶ B I▶ X+A
Straight, Low Kick	Y I▶ A
Jab	B
Jab X2 (COMBO 2)	B I▶ B
Jab, L Low Kick	B I▶ X
L Low Kick	X
R Low Kick	A
Low RK, Step Jab	A I▶ B
Low RK, Jab, Hook (COMBO 2) ■	A I▶ B I▶ Y
Low RK, Front Kick	A I▶ A
Front Feint	Y+A
Feint, Shoryuken	Y+A I▶ Y
Back Feint	X+B
Running Tackle	X+Y
Running Shoryuken ■	X+Y I▶ Y
Run, Lifting Slam	X+Y I▶ A+B
Lifting Slam	A+B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A

FRONT STEP

L Descending Chop	Y
Chop, Uppercut ■	Y I▶ B
Chop, Knee (COMBO 2)	Y I▶ X
Jab	B
Jab, Uppercut ■	B I▶ Y
Jab X2 (COMBO 2)	B I▶ B
Jab X2, L Hook (COMBO 2) ■	B I▶ B I▶ Y
Jab X2, Hook X2 (COMBO 2)	B I▶ B I▶ Y I▶ B
Spinning High Kick	X
High LK, Mid RK (COMBO 2)	X I▶ A
High LK, Mid RK X2 (COMBO 3)	X I▶ A I▶ A
High LK, Mid RK X3 (COMBO 4)	X I▶ A I▶ A I▶ A
R Side Kick	A
Shoot	X+Y
Shoot	A+B
Parry, Uppercut	Y+B

BACK STEP

Haymaker Hook ■	Y
Hook, Feint, Kick	Y I▶ A
Body	B
Low Kick	X
R Low Kick	A
Flying Armbar ■	X+Y
Feint Lifting Slam	X+Y I▶ X+Y
Shoot	A+B

LEFT STEP

L Descending Chop	Y
Jab	B
Spinning High Kick	X
Spinning Mid Kick	A

RIGHT STEP

Left Descending Chop	Y
Jab	B
L Low Kick	X
Spinning Mid Kick	A

RIVAL STUN

Front Naked Choke ■	X+Y

FIGHTING ON YOUR FEET

The Mask is the one guy in the game where you can be a button masher and beat almost everybody. He hits like a truck with amazing hand speed. The Jab, Body, Upper combo (Y I▶ B I▶ B) can win you a match by itself and do it quickly. When your buddy that has never played *Tapout 2* before comes over, give him Mask. He will compete and beat most people, except for you of course because you have this guide.

STAMINA AND LIFE

The Mask has unbelievable stamina and a concrete chin, but what would you expect? He has everything else.

MOUNT TOP

L Punch	Y
L Punch X2 (COMBO 2)	Y I▶ Y
L Punch X3 (COMBO 2)	Y I▶ Y I▶ Y
R Punch	B
R Punch X2	B I▶ B
R Punch X3 (COMBO 2)	B I▶ B I▶ B
L Body	X
R Body	A
Americana ■	X+Y
Triangle Choke ■	A+B
Punch Catch to Mount Top	Y+B

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	X+Y
Achilles Hold ■	A+B
Punch Catch to Mount Top	Y+B
TK Scissors	X+A

GUARD TOP

L Punch	Y
L Punch X2 (COMBO 2)	Y I▶ Y
L Punch X3 (COMBO 2)	Y I▶ Y I▶ Y
Feint R Punch	Y I▶ B
R Punch	B
R Punch X2	B I▶ B
R Punch X3 (COMBO 2)	B I▶ B I▶ B
L Body	X
Feint R Body	X I▶ A
R Body	A
Feint L Body	A I▶ X
Achilles Hold ■	X+Y
Anklelock ■	A+B
Right Punch Catch to Mount Top	Y+B
Left Punch Catch to Sidemount Top	Y+B

GUARD BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Fujiwara Armbar ■	X+Y
Cross Body Armbar ■	A+B
Punch Catch to Mount Top	Y+B
Trapping Straight	X+A

BACKMOUNT TOP

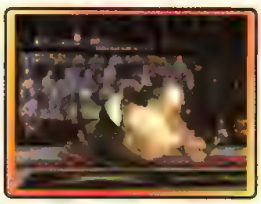
L Punch	Y
R Punch	B
L Body	X
R Body	A
Sleeper Choke ■	X+Y
Triangle Choke ■	A+B

TAKE IT TO THE MAT

Not much to say here; he has it all. He has a good variety of combos and a ton of different submissions. The best example of his obscene number of submissions is the Backmount Bottom, from which he has three submissions, including a very cool Figure 4 Leg Lock. Have fun, try all kinds of moves. Mask will most likely pull them off.

HOW TO BEAT MASK

You best chance to beat the Mask is to take him to the mat and ground and pound. You would have to fight either very conservatively on your feet, blocking and picking your openings; or throw caution to the wind and punch and kick and don't stop until one of you is knocked out.



BACKMOUNT BOTTOM

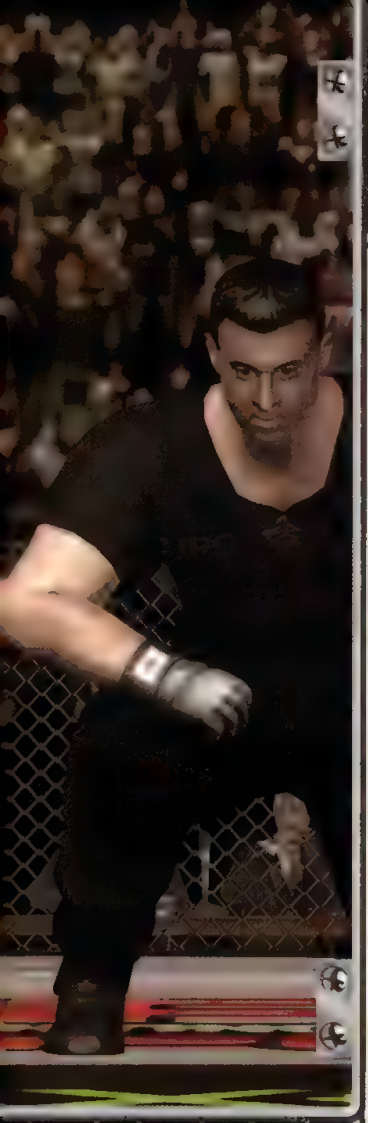
L Elbow	Y
R Elbow	B
L Elbow	X
R Elbow	A
Figure 4 Leg Lock ■	X+Y
Reverse Kneebar ■	A+B
Punch Reversal	Y+B

SIDEMOUNT TOP

L Punch	Y
R Knee	B
L Knee	X
R Knee	A
Keylock	A+B
Fujiwara Armbar ■	X+Y

SIDEMOUNT BOTTOM

L Elbow	Y
R Knee	B
L Knee	X
R Knee	A



JOHN McCARTHY

HEIGHT: 6'4"

WEIGHT: 252 lbs.

STYLE: Refereeing

NICKNAME: Big John

STANDING

Straight	Y
Straight, Uppercut ■	Y ▶ B
Blow X3 (COMBO 2)	Y ▶ B ▶ Y
Blow X3, Hammerfist (COMBO 2)	Y ▶ B ▶ Y ▶ Y+B
Straight, Low Kick	Y ▶ A
Jab	B
Jab, Hook	B ▶ Y
Jab, Hook X2 ■	B ▶ Y ▶ Y
Combo Body ■	B ▶ Y ▶ Y ▶ B
Combo Body X2 (COMBO 3) ■	B ▶ Y ▶ Y ▶ B ▶ Y
Body X5, Shin Kick (COMBO 4)	B ▶ Y ▶ Y ▶ B ▶ Y ▶ X
Combo Blow, Kick X2 (COMBO 4)	B ▶ Y ▶ Y ▶ B ▶ Y ▶ X ▶ X
Combo Blow, Kick X3 (COMBO 4)	B ▶ Y ▶ Y ▶ B ▶ Y ▶ X ▶ X ▶ X
8 Combo, Hook (COMBO 4)	B ▶ Y ▶ Y ▶ B ▶ Y ▶ X ▶ X ▶ X ▶ Y
10 Combo Finish (COMBO 4)	B ▶ Y ▶ Y ▶ B ▶ Y ▶ X ▶ X ▶ X ▶ Y ▶ B
Jab, Straight, Hook	B ▶ Y ▶ B
Jab X2	B ▶ B
Jab X2, Straight (COMBO 2)	B ▶ B ▶ Ç x
Combo Kick (COMBO 2)	B ▶ B ▶ Ç x ▶ A
Low Kick	X
Front Kick	A
Feint	Y+A
Back Feint	X+B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A
Shoot	X+Y or A+B

FRONT STEP

Hook	Y
Hook, Upper, Elbow	Y ▶ Y
Hook X2	Y ▶ B
Hook X2, Straight ■	Y ▶ B ▶ Y
Jab	B
Jab, Uppercut ■	B ▶ B
Front Mid Kick	X
Front Low Kick	A
Low Kick X2	A ▶ A
Kick X2, High Kick	A ▶ A ▶ X
Spinning Combo (COMBO 2)	A ▶ A ▶ X ▶ A
Shoot	X+Y or A+B

BACK STEP

Chop	Y
Chop, Straight ■	Y ▶ B
Straight ■	B
L Heel Kick	X
Roundhouse Kick	A
Shoot	X+Y or A+B

LEFT STEP

Hook	Y
Hook, Upper, Elbow	Y ▶ Y
Hook X2	Y ▶ B
Hook X2, Straight ■	Y ▶ B ▶ Y
Jab ■	B
Back SpinKick	X
Side Kick	A
Shoot	X+Y or A+B

RIGHT STEP

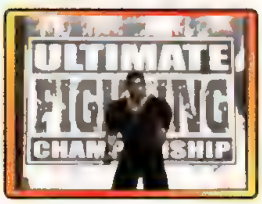
Hook	Y
Hook, Upper, Elbow	Y ▶ Y
Hook X2	Y ▶ B
Hook X2, Straight ■	Y ▶ B ▶ Y
Jab	B
Low Kick	X
Side Kick	A
Shoot	X+Y or A+B

RIVAL STUN

L Chop	Y
R Uppercut	B
Front Naked Choke ■	X+Y

FIGHTING ON YOUR FEET

Let's get it on. John McCarthy's feet won't dazzle you in any way. He's not fast, and he possesses only one combo string that starts with a kick. On the other hand, literally, John's fists make up for these shortcomings. He's powerful, and he has the frighteningly long 10 Combo Finish. Use the many step attacks that Stagger opponents to keep them from getting too far away. Mix Back Step Straight (B) with Chop, Straight (Y ▶ B) to accomplish this. Straight doesn't have any backward movement despite being a Back Step strike. Chop ▶ Straight sways back far enough to avoid some incoming strikes, and it ends with a Stagger.



STAMINA AND LIFE

There's good news and bad news, the bad news first. Big John recovers his energy at a snail's pace, the worst in the game. His chin on the other hand is made of solid steel, the best in the game.

MOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Punch Catch to Backmount Top	Y+B
Guillotine Choke ■	X+Y or A+B

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Punch Catch to Guard Top	Y+B
Sweep	X+Y or A+B
Scissors	X+A

GUARD TOP

L Punch	Y
Feint R Punch	Y ▶ B
R Punch	B
Feint L Punch	B ▶ X
L Body	X
Feint R Body	X ▶ A
R Body	A
Feint L Body	A ▶ X
Catchstrike: Hook	X+Y or A+B
Mongolian Chop	Y+B

GUARD BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	X+Y
Trapping Straight	X+A
Punch Catch to Mount Top	Y+B
Sweep	X+Y
Armbar ■	A+B

BACKMOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Front Naked Choke ■	X+Y
Stand	Y+A

BACKMOUNT BOTTOM

L Elbow	Y
R Elbow	B
L Elbow	X
R Elbow	A

TAKE IT TO THE MAT

If you just can't keep up with faster opponents, you may have to resort to negating speed advantages by fighting on the mat. This isn't ideal as Big John isn't an impressive fighter here, but it's better than being left behind by a speedy opponent. Work for Guard Top, which affords McCarthy the greatest variety of techniques. Hammer away with punches, and use feints or a Mongolian Chop to dissuade catch attempts. If opponents try to hide behind their arms, go for a Catchstrike.

HOW TO BEAT MCCARTHY

Keep moving. Big John is SLOW. It may be worthwhile to take a hit in order to catch a punch and take the fight to the mat with you in a dominant position. McCarthy doesn't have many submission attempts, and while his best position is Guard Top, he doesn't have any way to catch your punches. Find your quickest punch from Guard Bottom and try to beat him to the punch, because you really don't want to trade shots with him.

SIDEMOUNT TOP

L Punch	Y
R Knee	B
L Knee	X
R Knee	A
Keylock ■	A+B
Fujiwara Armbar ■	X+Y

SIDEMOUNT BOTTOM

L Elbow	Y
R Knee	B
L Knee	X
R Knee	A

SKYSCRAPE

HEIGHT: 6'9"

WEIGHT: 203 lbs.

STYLE: Rotstyle

NICKNAME: N/A

STANDING

Straight	Y
Jab, Straight (COMBO 2)	Y ▶ B
Jab, Straight X2 (COMBO 2)	Y ▶ B ▶ Y
Jab, Front High LK	Y ▶ B ▶ X
Jab	B
Jab X2 (COMBO 2)	B ▶ B
Jab X2, Backfist (COMBO 2)	B ▶ B ▶ Y
Jab X2, R Side Kick (COMBO 2)	B ▶ B ▶ A
Jab, Straight	B ▶ Y
Jab, Straight, Hook	B ▶ Y ▶ B
Blow X3, Body ■	B ▶ Y ▶ B ▶ B
5 Hit Combo	B ▶ Y ▶ B ▶ B ▶ Y
6 Hit Combo (COMBO 2)	B ▶ Y ▶ B ▶ B ▶ Y ▶ Y
Gatling Combo (COMBO 2)	B ▶ Y ▶ B ▶ B ▶ Y ▶ Y ▶ Y
Machine Gun Combo (COMBO 2)	B ▶ Y ▶ B ▶ B ▶ Y ▶ Y ▶ Y ▶ B
8 Combo, Straight (COMBO 3)	B ▶ Y ▶ B ▶ B ▶ Y ▶ Y ▶ Y ▶ B ▶ Y
10 Combo Finish (COMBO 3)	B ▶ Y ▶ B ▶ B ▶ Y ▶ Y ▶ Y ▶ B ▶ Y ▶ X
Gatling Combo ■	B ▶ Y ▶ B ▶ B ▶ Y ▶ Y ▶ B
Gatling Combo, Kick	B ▶ Y ▶ B ▶ B ▶ Y ▶ Y ▶ B ▶ X
8 Hit, Spin Kick (COMBO 3)	B ▶ Y ▶ B ▶ B ▶ Y ▶ Y ▶ B ▶ X ▶ A
10 Hit, Summersault (COMBO 3) ■	B ▶ Y ▶ B ▶ B ▶ Y ▶ Y ▶ B ▶ X ▶ A ▶ X
L Mid Kick	X
Mid Kick, Spin Kick	X ▶ A
Front High Kick	A
Feint	Y+A
Back Feint	B+X
Shoot	X+Y or A+B
Punch Catch to Mount Top	Y+B
Kick Catch to Mount Top	X+A

FRONT STEP

Body Hook	Y
Body Hook, Uppercut ■	Y ▶ B
Body Hook, Front LK	Y ▶ X
Backfist	B
Backfist, Hook ■	B ▶ B
Mid Kick	X
Front High Kick	A
Shoot	X+Y or A+B
Leg Scissors	X+A

RIVAL STUN

Triple Knee Bash	X+Y
Can Opener ■	A+B

BACK STEP

Submarine Uppercut ■	Y
Body Straight	B
Body Straight, Jab	B ▶ B
Knee ■	X
Front Low Kick	A
Low Kick, Mid Kick ■	A ▶ A
Shoot	X+Y
Frankensteiner	A+B

LEFT STEP

Body Hook	Y
Body Hook, Uppercut ■	Y ▶ B
Body Hook, Front LK	Y ▶ X
Jab	B
Spinning High Kick	X
Spinning Mid Kick	A
Shoot	X+Y or A+B
Leg Scissors	X+A

RIGHT STEP

Backfist	Y
Backfist, Straight	Y ▶ B
Jab	B
Low Kick	X
Spinning Mid Kick	A
Shoot	X+Y or A+B
Leg Scissors	X+A

FIGHTING ON YOUR FEET

Where Landless and McCarthy have impressive, lengthy combos, Skyscrape takes it one step further and includes a touch of variety into the mix. While the combos all start the same (with punches), they end differently. 10 Hit, Summersault is the best finisher as it induces Rival Stun. If you do manage to put opponents in Rival Stun, always finish that off with a Triple Knee Bash. The other advantage Skyscrape has is a knee (Backstep, X), which no opponent can catch, making it a better tool to dissuade strikecatch attempts. If you can't land your big combos, use your Leg Scissors takedown to get the fight onto the mat.

STAMINA AND LIFE

Skyscrape has poor stamina, most likely due to carrying the extra weight from his hair. He has a terrible life bar, so don't exchange or it'll be a short night.

MOUNT TOP

L Punch	Y
L Punch X2 (COMBO 2)	Y ▶ Y
L Punch X3 (COMBO 2)	Y ▶ Y ▶ Y
R Punch	B
L Body	X
R Body	A
Armlock ■	X+Y or A+B

MOUNT BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	X+Y or A+B
Punch Catch to Guard Top	Y+B

GUARD TOP

L Punch	Y
L Punch X2 (COMBO 2)	Y ▶ Y
L Punch X3 (COMBO 2)	Y ▶ Y ▶ Y
Feint R Punch	Y ▶ B
R Punch	B
Feint L Punch	B ▶ Y
L Body	X
Feint R Body	X ▶ A
R Body	A
Feint L Body	A ▶ X
Catchstrike: Hook	X+Y
Can Opener ■	A+B
Right Punch Catch to Mount Top	Y+B
Left Punch Catch to Sidemount	Y+B

GUARD BOTTOM

L Punch	Y
R Punch	B
L Body	X
R Body	A
Sweep	X+Y or A+B
Grappling Straight	X+A
Punch Catch to Mount Top	Y+B

BACKMOUNT TOP

L Punch	Y
R Punch	B
L Body	X
R Body	A
Front Naked Choke ■	X+Y
King Cobra Clutch ■	A+B
Stand	Y+A

BACKMOUNT BOTTOM

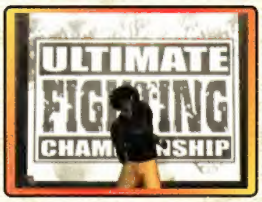
L Elbow	Y
R Elbow	B
L Elbow	X
R Elbow	A

TAKE IT TO THE MAT

For an innovative way to attempt to gain Mount Top, try a Frankensteiner. For a submission to make Pro Wrestlers jealous, try a King Cobra Clutch. Unlike the other standing punch-combo monsters, McCarthy and Landless, Skyscrape has a few combos on the mat. With Skyscrape's inability to take a lot of damage, you must keep the match on the ground and continuously run his different submissions until one works.

HOW TO BEAT SKYSCRAPE

The final hidden character hasn't been given too many offensive weaknesses; he's fast and has large number of unique submissions and takedowns. Defense is where you can beat him. He has a terrible chin; so keep the fight standing, block his long combos, and kick him in the head. He won't last long.



SIDEMOUNT TOP

L Punch	Y
R Knee	B
L Knee	X
R Knee	A
Keylock ■	A+B
Fujiwara Armbar ■	X+Y

SIDEMOUNT BOTTOM

L Elbow	Y
R Knee	B
L Knee	X
R Knee	A

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